



Piccolo

Mystery & Adventure

Computer

Puzzle Book

20 STORIES TO READ, PROGRAM AND
SOLVE WITH YOUR MICRO*



*APPLE, ATARI, COMMODORE 64, DRAGON, IBM PC,
TI99/4A, TRS80, VIC 20, ZX81, ZX SPECTRUM



**THE MYSTERY AND ADVENTURE
COMPUTER PUZZLE BOOK**

THE MYSTERY AND ADVENTURE COMPUTER PUZZLE BOOK

Stuart and Donna Paltrowitz

Piccolo
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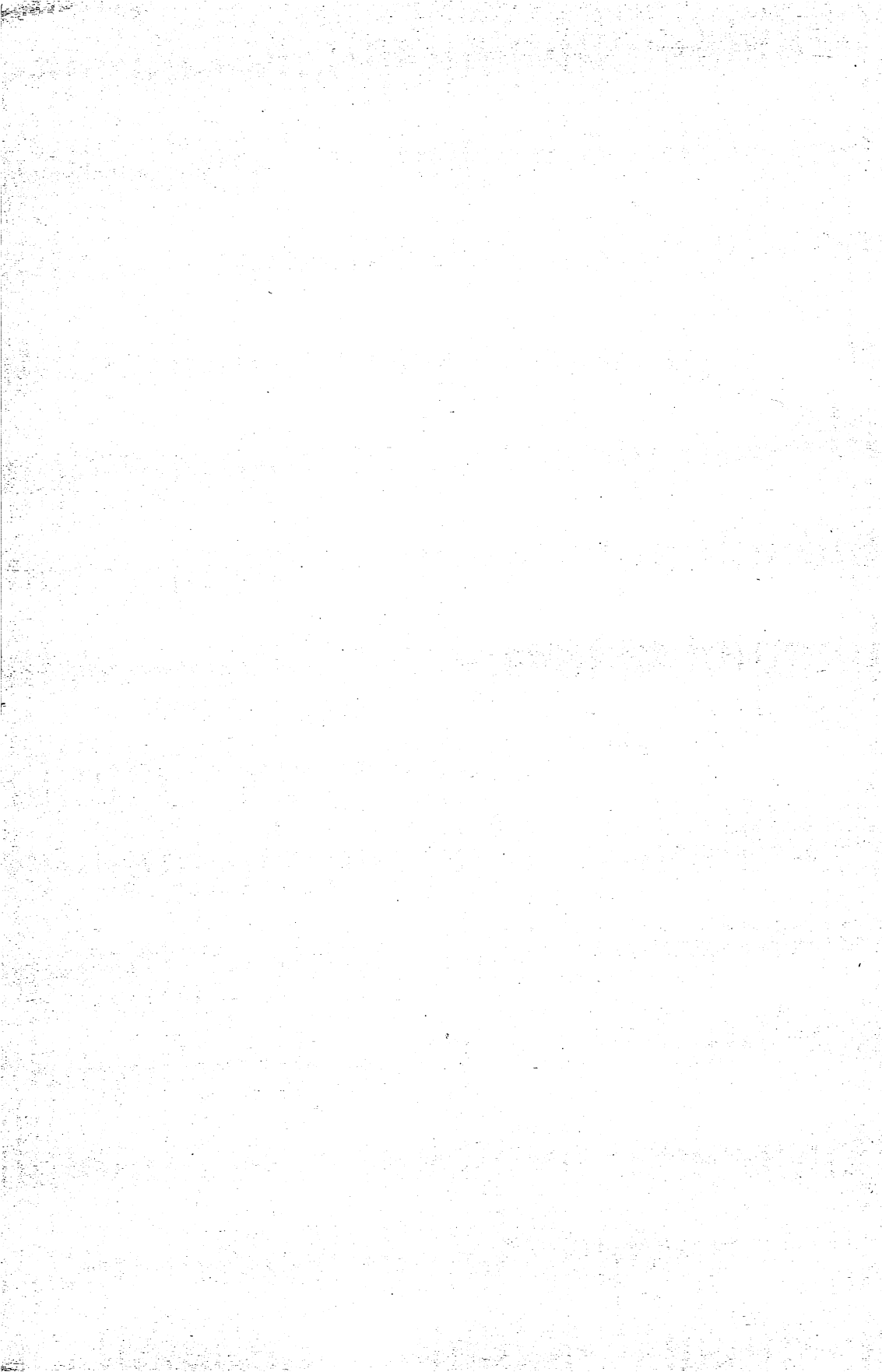
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Dedication



Dedicated to our sons, Adam & Darren, who learned how to interact, RUN, PEEK and POKE from the computer.



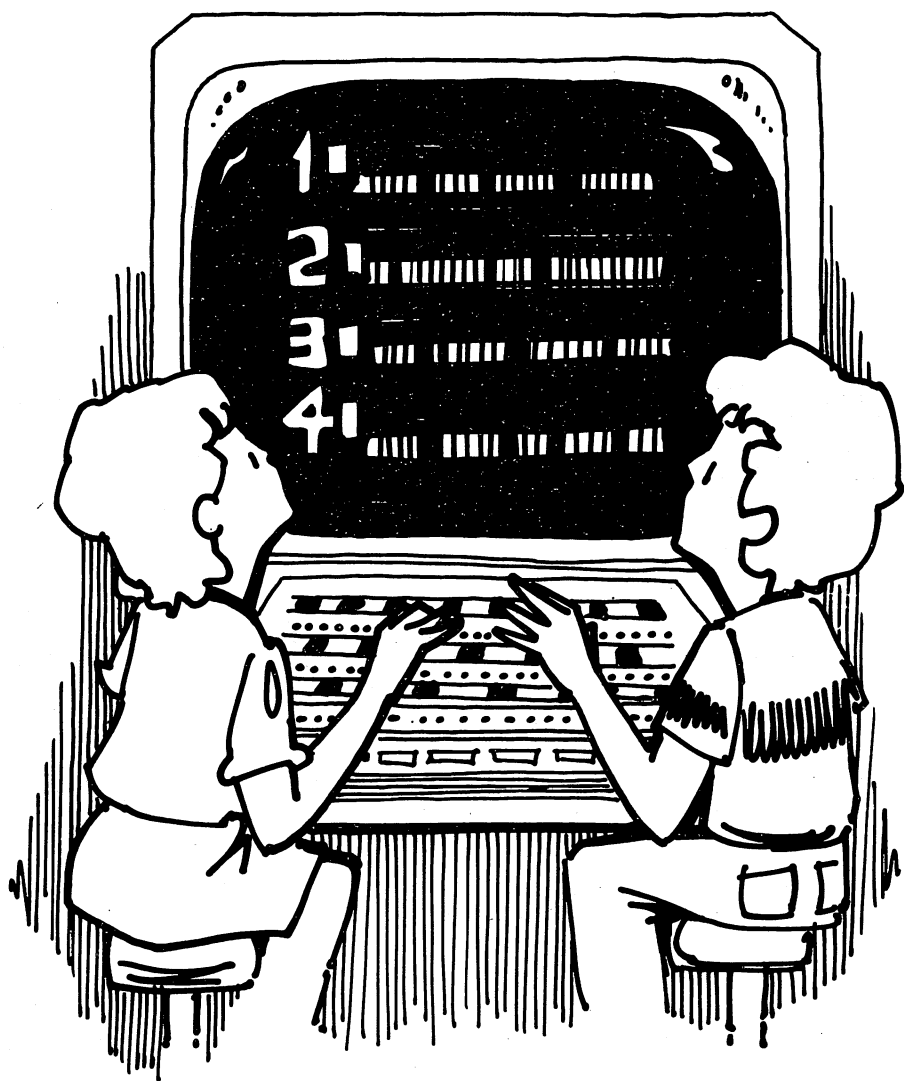
Introduction

Would you like to put a little more excitement in your life? You can become a private eye and solve all kinds of mysteries while using the computer.

Don't worry if you are not sure about some of the things you will be doing. **THE MYSTERY AND ADVENTURE COMPUTER PUZZLE BOOK** will show you step-by-step how to enter the programs onto your computer and help solve a mystery or follow an adventure.

THE MYSTERY AND ADVENTURE COMPUTER PUZZLE BOOK contains twenty-two stories. Within each story there are computer programs. You will be asked to type the programs into your computer and then answer some questions. The computer will "talk back" and respond to your answers. Many of the computer's answers will surprise and amuse you.

We hope that you have lots of fun with **THE MYSTERY AND ADVENTURE COMPUTER PUZZLE BOOK**.



Instructions

The MYSTERY AND ADVENTURE COMPUTER PUZZLE BOOK contains over 50 programs to play on your computer. They are written in simple BASIC language which will run on most popular microcomputers, including the BBC, Electron, Sinclair Spectrum, Oric, Dragon, Atari, TRS-80, Commodore 64, Apple and IBM machines.

Although the programs are written in the BASIC language, the microcomputers above all have some differences in their particular form of BASIC. Simple BASIC which will work on all machines has been used in this book, and the only difference is in the inverse (white characters on black background) printing found in some programs. This is dealt with below. Generally, it is very simple to use the programs in this book:

1. Before entering a program, type NEW and then press the RETURN or ENTER key (whichever one your computer has).
2. Type in each line exactly as it appears in the program listing in the book.

3. At the end of each line press the RETURN or ENTER key.
4. When the entire program has been entered, check the listing on your computer screen against the one in the book, and if you have missed out a line or mis-typed a line, just type in the correct or omitted line. The computer will place it in correct sequence in the program.

Sinclair Spectrum computers may sometimes stop, displaying the message "scroll?" at the bottom of the screen. Just press any key except BREAK and N if this occurs.

FOR-NEXT loops are sometimes used to create a pause to allow you to read the screen. BBC and Electron owners should add an extra nought to the line, e.g. FOR D=1 to 1000 should be changed to FOR D=1 to 10000, and so on.

INVERSE LETTERING

We have used inverse lettering in some programs. Some computers have this, some don't. If your computer is an Oric, a TRS-80, a BBC or Electron, an Apple or an IBM, don't bother about the inverse characters, and just type the normal character. Some of these machines can have inverse (or even coloured) characters, but the way of getting them is complicated. If you know it, use it, but otherwise all the programs will work fine without it.

On machines that do have easy inverse letters, you can get them by typing in the line until you reach the inverse characters, and then:

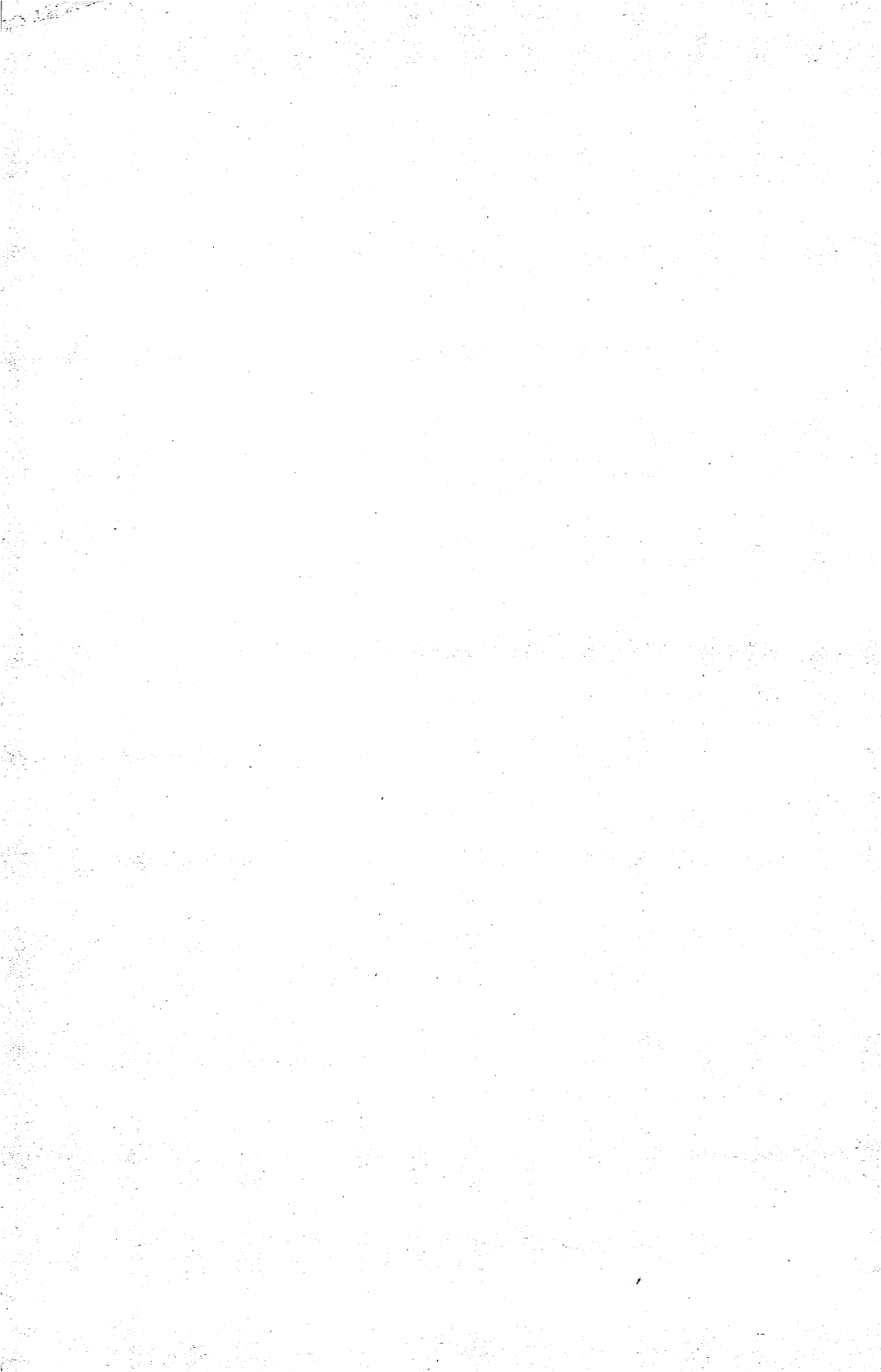
For Atari computers, press the Atari Logo key. At the end of the inverse characters, press it again.

For Commodore 64 computers, hold down the CTRL key, and press 9. At the end of the inverse characters, hold down CTRL and press 0.

For Sinclair Spectrum computers, hold down the CAPS SHIFT key, and press INV.VIDEO (the 4 key). At the end of the inverse characters, hold down CAPS SHIFT and press TRUE VIDEO (the 3 key).

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The Needle and Haystack Club

You are the new kid on the block. You want to make friends with your neighbours—Bonnie, Alice, A.J., Evan and Sarelle.

“You always look as if you are having fun,” you say. “May I join in?”

The kids look you up and down. They look at each other.

“Well, maybe,” says Evan. “But first you have to prove that you are smart.”

“We are the Needle and Haystack Club,” says Bonnie. “We specialize in finding lost things—and lost people.”

“All right,” you say. “Who or what is missing? Give me a chance to play detective!”

“Come back tomorrow, same time, same place, and we’ll have a puzzle for you to solve,” says A.J.

“Okay, here’s the problem,” says Alice, the next day. “Sarelle

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Martin is hiding in one of our houses. You have to find her. We'll give you some clues. See how fast you can move!"

Alice gives you a map showing where Sarelle's four friends live.

Type in the program and see where they live.

NEW

```
5  PRINT
10  PRINT
15  PRINT "RIVER STREET"
20  PRINT
40  PRINT
45  PRINT
50  PRINT "HYDE PARK"
55  PRINT
70  PRINT
75  PRINT "LEE      "
80  PRINT "PLACE     "
90  PRINT
100 PRINT "IIIIIIIIIIIIIIIIIIIIII"
105 PRINT "      MERRICK      "
110 PRINT "      ROAD        "
120 PRINT "IIIIIIIIIIIIIIIIIIIIII"
130 PRINT "NOW GO BACK TO THE BOOK"
140 PRINT "AND VISIT A SUSPECT"
```

RUN

And now you are off and running!

You decide to go to A.J.'s house first.

"I am looking for Sarelle," you say.

"Sorry, I can't help you," says A.J. He seems to be in an awful hurry.

But before he slams the door, you notice that there's a suitcase right beside him. The initials on the suitcase are "S.N."

"H'm," you say. "Very suspicious behavior."



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Next you try Evan's house.

Evan's mother has just given him a haircut and his shoulders are covered with black hair.

"Where is Sarelle?" you say.

Evan shakes his head. "All I know is she slipped this letter in my letterbox the other day. It was raining and the paper got wet and smeary. See if you can read it." says Evan.

NEW

```
100 PRINT "DEAR EVAN"
110 PRINT
120 PRINT "I AM RUNNIN  AWAY"
130 PRINT
140 PRINT "I W LL BE  T"
150 PRINT "      HOUSE IF YOU"
160 PRINT "  EED ME"
170 PRINT
180 PRINT "SAR LLE"
185 PRINT
190 PRINT
195 PRINT "GO BACK TO THE BOOK"
200 PRINT "AND SEE WHAT ELSE"
210 PRINT "EVAN CAN TELL YOU"
```

RUN

"Sure, I'll be able to read this note," you say.

"Well, let me know what you find out," says Evan.

He scribbles on a piece of paper.

"Here's my name and telephone number," says Evan.

NEW

```

10 PRINT "NNNNNNNNNNNNNNNNNNNN"
20 PRINT "N                      N"
30 PRINT "N      EVAN           N"
40 PRINT "N      HOPKIN         N"
50 PRINT "N                      N"
60 PRINT "N      RED            N"
70 PRINT "N      HEAD           N"
80 PRINT "NNNNNNNNNNNNNNNNNNNN"
90 PRINT " GO BACK TO THE BOOK"
100 PRINT " TO SEE IF YOU KNOW"
110 PRINT "HOW TO CONTACT EVAN"
RUN

```

"RED HEAD," you say. "Evan has black hair. Why has he written RED HEAD, and where is his telephone number?" You hurry to the next stop, Alice's house.

"I am looking for Sarelle," you say.

"Oh, I can help you," says Alice. "The other day, we both wore our matching blue coats and red gloves to school. By mistake, we got them mixed up."

"The next day, when I put on a glove, I found this note squashed inside it. It's so tiny and creased I can't read it!"

Alice gives you the note.

"H'm, very interesting," you say. "I can read this note all right."

Type in this program to find out what the note said. The paper is exactly the same size as you see on the screen. The paper has no wrinkles.

NEW

```

10 PRINT "NNNNNNNNNNNNNNNNNNNN"
15 PRINT "YOUR TIME IS"
20 PRINT "RUNNING OUT"
25 PRINT "FIND ME SOON"
30 PRINT "OR YOU CANNOT"
35 PRINT "JOIN"

```

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```
40 PRINT "NEEDLE"
45 PRINT "AND HAYSTACK"
50 PRINT "CLUB"
55 PRINT "          SARELLE"
60 PRINT "NNNNNNNNNNNNNNNNNN"
RUN
```

Now you are really worried! You've got to find Sarelle *soon*! You hurry to Bonnie's house. You explain why you're there. Just then the telephone rings.

"Excuse me," says Bonnie. "Look around and see if there is anything that can help you."

You see a necklace on a table.

"H'm, that necklace is a very unusual shape," you think.

Type in the program to see the shape of the necklace.

NEW

```
10 PRINT
20 PRINT "      U  U"
30 PRINT "      U  U"
40 PRINT "      U  U"
50 PRINT "      SARELLE "
60 PRINT "      U  U"
70 PRINT "      U  U"
100 PRINT "BONNIE IS OFF THE PHONE"
110 PRINT "GO BACK TO THE STORY"
RUN
```

"Why does this necklace have Sarelle's name on it?" you ask Bonnie when she comes back.

"Because it belongs to Sarelle," says Bonnie. "She left it here the other day when we went swimming. I guess I forgot to give it back to her."

"AH HA!" you say. "*NOW* I know where Sarelle is hiding!"

Do you know where Sarelle is hiding?

Type in the program to see if you are right.

NEW

```
150 DIM T$(20)
160 DIM U$(20)
170 DIM Y$(20)
180 DIM W$(20)
190 DIM X$(20)
200 PRINT "WHERE IS SARELLE?"
220 INPUT T$
227 LET U$ = "BONNIE"
228 IF T$ = U$ THEN GOTO 360
240 LET Y$ = "ALICE"
247 LET W$ = "EVAN"
250 IF T$ = Y$ THEN GOTO 1000
270 LET X$ = "AJ"
275 IF T$ = W$ THEN GOTO 340
280 IF T$ = X$ THEN GOTO 290
290 PRINT "SARELLE'S INITIALS ARE SM NOT SN"
300 PRINT "IT BELONGED TO AJ'S SISTER"
305 PRINT "HER NAME IS SUSAN NORRIS"
310 GOTO 200
340 PRINT "YOU ARE WRONG"
345 PRINT "EVAN WAS NOT A RED HEAD"
347 PRINT "THAT WAS JUST HIS PHONE NUMBER"
350 PRINT "THE SMEARED NOTE WAS WRITTEN BY SARELLE"
357 GOTO 200
360 PRINT "JUST BECAUSE BONNIE HAD"
370 PRINT "THE NECKLACE"
380 PRINT "DOESN'T MEAN SHE WAS HIDING SARELLE"
400 GOTO 200
1000 PRINT "CONGRATULATIONS. YOU FOUND SARELLE"
1010 PRINT "WHEN YOU SAW THE SIZE OF"
1020 PRINT "THE NOTE YOU KNEW THAT IT"
1030 PRINT "COULD NOT HAVE FIT INTO"
1040 PRINT "A GLOVE WITHOUT FOLDING."
1050 PRINT "YOU ARE A GOOD DETECTIVE"
1060 PRINT "WELCOME TO"
1070 PRINT "THE NEEDLE AND HAYSTACK CLUB"
RUN
```

The Great Crespo

About fifty years ago most people knew about The Great Crespo. Crespo thrilled millions of people with unusual body-building exercises. Exhibitions by Crespo were world famous. When it came to body-building competitions, the Great Crespo collected more top awards and trophies than any other body builder in history.

Fame and fortune seemed glamorous, but Crespo's family life was a failure. There had been one marriage. It ended in divorce. One baby, a son, was born during the marriage, but Crespo never saw the child after the marriage ended. There was so much travel, fame and fortune in Crespo's life that there was no time for family.

Now, nearly fifty years later, Crespo is lonely. Few people recall The Great Crespo. Young people have never seen the exhibitions. Now Crespo regrets not having a family life. Would it be possible to find the only child?

Crespo picks up the telephone and speaks to a young lawyer. The

lawyer has never heard of the body builder, but agrees to help. After settling on a fee, the lawyer has these posters displayed on billboards around the country. Type in the program to read the message.

NEW

```

10 PRINT "XXXXXXXXXXXXXXXXXXXX"
20 PRINT "      WANTED      "
30 PRINT " THE GREAT CRESPO "
40 PRINT "   WORLD-FAMOUS   "
50 PRINT "   BODYBUILDER   "
60 GOTO 80
70 PRINT "   LOST HIS BODY   "
80 PRINT "   OFFERS LARGE   "
90 GOTO 110
100 PRINT "   ICE-COLD SODA   "
110 PRINT "   REWARD TO     "
120 GOTO 140
130 PRINT "   MISSING TEETH   "
140 PRINT "   MISSING SON     "
150 PRINT "   BRING PROOF OF  "
160 PRINT "   IDENTIFICATION  "
165 GOTO 180
170 PRINT "   THE DOG POUND   "
180 PRINT "   375 FULTON ROAD "
190 PRINT "   SHOREHAM        "
200 PRINT "XXXXXXXXXXXXXXXXXXXX"
210 PRINT " GO BACK TO THE BOOK"
RUN

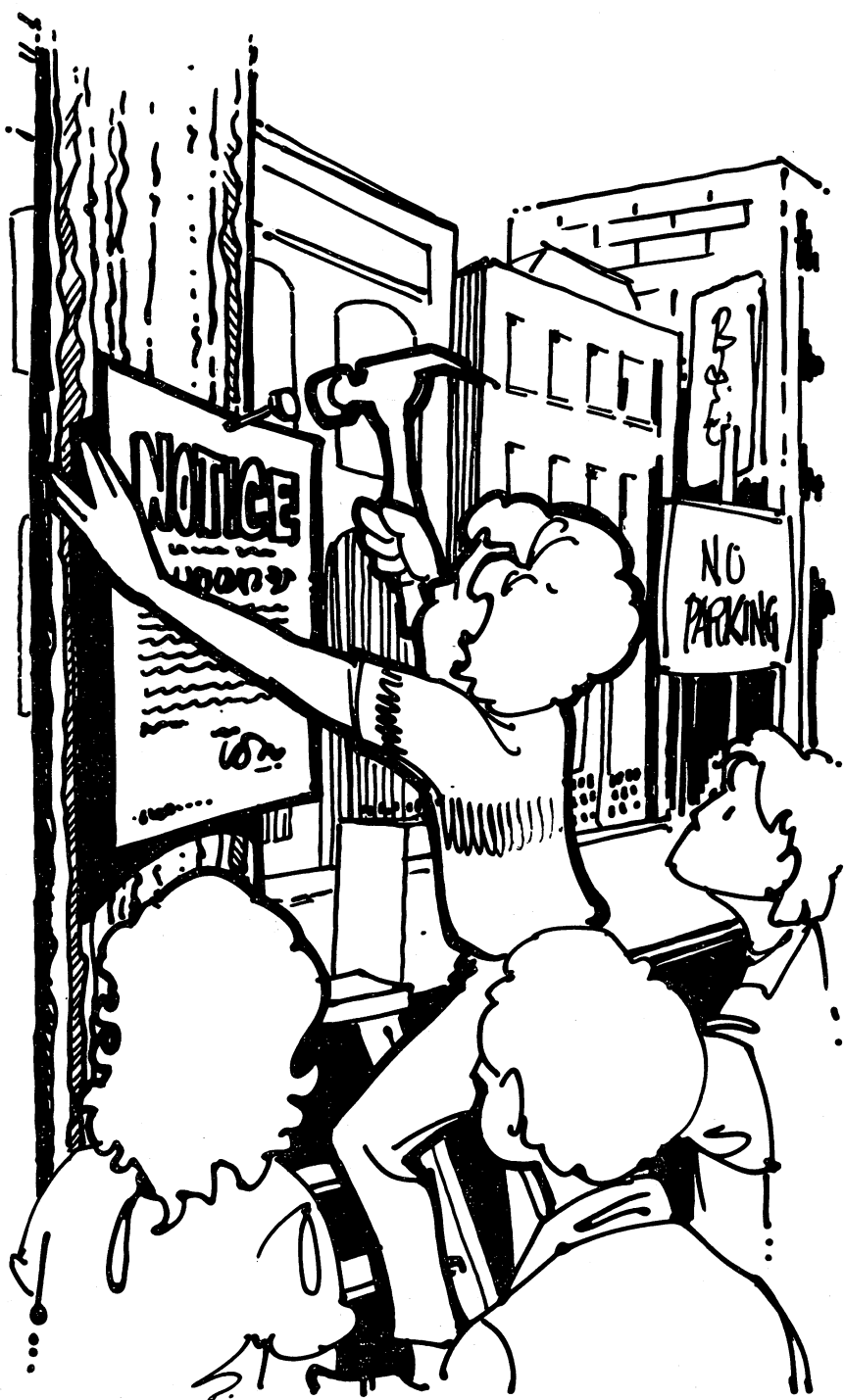
```

Now the lawyer's problems begin. Hundreds of men come to his office, claiming to be Crespo's son and asking for the large reward.

Crespo had told the lawyer that the son would be almost fifty years old, but couldn't remember the son's date of birth, eye colour, or hair colour.

Crespo knew the child's first name was originally Samson, but the first name had been changed before the child went to school. No one could find any records showing the name change.

The lawyer did as much investigating as he could. He narrowed



down the list to four people who could possibly be Crespo's son. Now the lawyer suggested that The Great Crespo interview the men individually. This is the list of names The Great Crespo was given, along with the lawyer's notes:

Name	Age	Eye Colour	Occupation
Robert Crespo	51	Brown	Accountant
Pat Crespo	50	Blue	Painter
Frank Crop	49	Blue	House Builder
Sam Crespo	49	Brown	Body Builder

With only one glance at the list, Crespo knew that only one man on the list could be the missing son. Who do you think it is? Type in the program to see if you are right.

NEW

```

5 DIM H$(20)
10 DIM I$(20)
15 DIM J$(20)
20 PRINT "WHAT DID CRESPO WANT TO SEE"
30 INPUT H$
40 LET J$ = "MAMA CRESPO"
50 LET I$ = "FRANK"
70 IF H$ = I$ THEN GOTO 100
80 PRINT "YOU GUESSED WRONG"
90 PRINT "TRY AGAIN "
95 GOTO 20
100 PRINT "THAT IS CORRECT"
105 PRINT "YOU SEE, THE GREAT"
110 PRINT "CRESPO IS A WOMAN."
120 PRINT "SHE WAS ALSO A "
130 PRINT "BODYBUILDER.THE MAN"
140 PRINT "SHE MARRIED HAD A "
150 PRINT "DIFFERENT FAMILY NAME,"
160 PRINT "WHEN SHE WAS MARRIED,"
170 PRINT "HER REAL LAST NAME"
180 PRINT "WAS CHANGED TO HER"
190 GOTO 210
200 PRINT "PET DOG'S"
210 PRINT "HUSBAND'S LAST NAME."
220 PRINT "HER SON WOULD HAVE"
230 GOTO 250

```

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```
240 PRINT "HAD A COLD NOSE."
250 PRINT "HAD THAT FAMILY NAME"
260 PRINT "AND NOT THE CRESPO"
270 PRINT "NAME ."
275 PRINT
280 DIM A$(20)
285 DIM B$(20)
290 PRINT "NOBODY SEEMED TO"
300 PRINT "KNOW THAT CRESPO IS"
310 PRINT "A WOMAN. DID YOU GET"
320 PRINT "FOOLED TOO?"
340 INPUT A$
360 LET B$ = "YES"
370 IF A$ = B$ THEN GOTO 420
380 PRINT "TOO BAD"
390 PRINT "WE REALLY TRIED HARD"
400 PRINT "TO FOOL YOU."
410 GOTO 460
420 PRINT "IT WAS A VERY TOUGH PUZZLE."
430 PRINT "BRILLIANT THINKING"
440 PRINT
460 PRINT "THE END"
RUN
```

The Lost Coat

Joe Fine has owned FINE CLEANERS for years. Everyone knows that he is a perfectionist when it comes to business. In the past ten years, only two garments have been damaged, and one lost. Each time Joe Fine paid his customers for the mistakes. Joe Fine's reputation is important to him.

Today a young man enters the store. Joe Fine has seen him before. He remembers having cleaned something for him. Type in the program to see what item Joe remembers.

NEW

```
10 PRINT"      HHHHHHHH"
20 PRINT"    H        H"
30 PRINT"    H        H"
45 GOTO 80
50 PRINT"HOW DO YOU KEEP A"
```

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```
55 PRINT "FISH FROM SMELLING?"
60 PRINT "CUT OFF ITS GILLS"
80 PRINT "  H      H"
90 PRINT "HHHHHHHHHHHHHHH"
140 PRINT "H              H"
150 PRINT "HHHHHHHHHHHHHHH"
152 PRINT
153 GOTO 160
155 PRINT "THE ALPHABET ONLY HAS 24".
156 PRINT "LETTERS NOW.ET WENT HOME."
160 PRINT "GO BACK TO  THE BOOK"
RUN
```

It's a suede hat. Joe Fine remembers it because of its unusual pattern. The young man had given up his claim check and paid the bill. Today the young man is showing another claim check. Type in the program to see what it looks like.

NEW

```
10 PRINT "IIIIIIIIIIIIIIIIIIII"
20 PRINT "I  FINES CLEANERS I"
25 PRINT "I  NOV.31,1984      I"
30 PRINT "I                      I"
35 PRINT "I CLAIM NO.2971    I"
40 PRINT "I                      I"
45 PRINT "I  1-DESIGNER       I"
50 PRINT "I                      I"
55 PRINT "I      SUEDE COAT   I"
60 PRINT "IIIIIIIIIIIIIIIIIIII"
65 PRINT
80 PRINT "RETURN TO THE BOOK"
```

RUN

Joe Fine doesn't remember ever seeing the suede coat. But he checks his books and records anyway. He sees no entry for a suede coat. He searches all the racks and opens every box, but no suede coat is found.



The customer gets angry. "If you can't find the coat, I'll take you to court and make you pay for it. And it will cost you a lot of money," says the young man.

Joe, the fine cleaner, asks you whether he should pay for the missing coat. Type in the program and decide.

NEW

```

5  DIM K$(20)
10 PRINT "IIIIIIIIIIIIIIIIIIII"
20 PRINT "I  FINE'S CLEANERS I"
25 PRINT "I  NOV.31,1984    I"
30 PRINT "I                      I"
35 PRINT "I CLAIM NO.2971   I"
40 PRINT "I                      I"
45 PRINT "I  1-DESIGNER      I"
50 PRINT "I                      I"
55 PRINT "I      SUEDE COAT  I"
60 PRINT "IIIIIIIIIIIIIIIIIIII"
65 PRINT
75 DIM G$(20)
76 DIM H$(20)
80 PRINT "SHOULD MR. FINE PAY"
85 PRINT "FOR THE SUEDE COAT?"
95 INPUT G$
105 LET H$ = "YES"
110 IF G$ = H$ THEN GOTO 250
112 DIM I$(20)
113 DIM J$(20)
115 PRINT "WHAT MAKES YOU"
120 PRINT "THINK MR. FINE DID"
125 PRINT "NOT LOSE THE COAT?"
130 PRINT "SUEDE MATERIAL"
135 PRINT "NO. 2971"
140 PRINT "DATE"
145 PRINT "DESIGNER HAT"
155 INPUT I$
162 LET K$ = "BLIND DATE"
165 LET J$ = "DATE"
170 IF I$ = J$ THEN GOTO 185
175 PRINT "NO, THAT IS NOT IT."
180 PRINT "LOOK AT THE RECEIPT."
183 GOTO 115
185 PRINT "THAT IS RIGHT"

```

```
190 PRINT "NOVEMBER ONLY HAS"  
195 PRINT "THIRTY DAYS, BUT THE"  
200 PRINT "CLAIM CHECK IS DATED"  
205 PRINT "NOVEMBER 31.THE"  
210 PRINT "CLAIM CHECK MUST BE"  
215 PRINT "FAKE. YOU GUESSED IT."  
220 GOTO 280  
250 PRINT "CHECK THE RECEIPT"  
255 PRINT "AGAIN."  
260 PRINT "NOTICE THE DATE."  
265 PRINT "LOOK AT THE CALENDAR"  
270 PRINT "TO FIND OUT HOW MANY"  
275 PRINT "DAYS ARE IN NOVEMBER"  
276 GOTO 80  
280 PRINT  
284 PRINT " THE END "  
RUN
```

Who Wrote It?

You and your reading teacher are discussing the book he assigned to you last week. You enjoyed the book very much and are anxious to read other books by the author. Your teacher is pleased at your response. He asks you what you think about the characters in the book. You can't remember all the characters' names. Type in the program to refresh your memory.

NEW

```
10 PRINT "HERE ARE THE NAMES OF THE"  
20 PRINT "CHARACTERS IN THE BOOK:"  
30 PRINT "          1. CAM"  
40 PRINT "          2. ILSA"  
50 PRINT "          3. LEN"  
60 PRINT "          4. SALLIE"  
70 PRINT "NOW RETURN TO THE STORY!"  
RUN
```


After your discussion is over, your teacher gives you next week's assignment. He gives you two books, both with the author's name covered over with tape. One book is labeled Story #1, the other is labeled Story #2. He tells you that only one of these books was written by the same person who wrote the book you read last week. You must decide which book it is. Your teacher gives you a clue. He tells you that the author always makes the names of his characters similar in some way. Type in the program to find out the names of the characters in Story #1.

```
NEW
10 PRINT "HERE ARE THE NAMES"
15 PRINT "OF THE CHARACTERS"
20 PRINT "IN STORY 1:   1. LILA"
30 PRINT "               2. JENNIE"
40 PRINT "               3. CAL"
50 PRINT "               4. MEL"
60 PRINT "NOW RETURN TO THE STORY!!"
RUN
```

Now type in the program to find out the names of the characters in Story #2.

```
NEW
10 PRINT "HERE ARE THE NAMES"
15 PRINT "OF THE CHARACTERS"
20 PRINT "IN STORY 2:   1. ALLISE"
30 PRINT "               2. MAC"
40 PRINT "               3. NEL"
50 PRINT "               4. LISA"
60 PRINT "NOW RETURN TO THE STORY!!"
RUN
```



Which story was written by the author of the book you read last week? Type in the program to find out.

NEW

```

5 DIM A$(20)
10 PRINT "WHICH BOOK HAS THE SAME AUTHOR?"
15 PRINT "ENTER 1 OR 2"
20 INPUT A$
30 IF A$ = "2" THEN GOTO 150
40 PRINT "OH REALLY, WHAT DO THE NAMES"
45 PRINT "IN STORY 1 AND THE ORIGINAL"
50 PRINT "STORY HAVE IN COMMON?"
60 PRINT "ORIGINAL      STORY 1      STORY 2"
70 PRINT "-----"
80 PRINT "CAM          LILA          MAC"
90 PRINT "ILSA          JENNIE        LISA"
100 PRINT "LEN           CAL           NEL"
110 PRINT "SALLIE         MEL           ALLISE"
120 PRINT
130 PRINT "TRY AGAIN!"
140 GOTO 10
150 PRINT "WELL DONE, OF COURSE YOU MUST"
155 PRINT "HAVE REALISED THAT THE LETTERS"
160 PRINT "OF THE NAMES OF THE ORIGINAL"
170 PRINT "STORY AND THE SECOND STORY ARE"
180 PRINT "JUST MIXED UP VERSIONS OF EACH"
190 PRINT "OTHER"
195 PRINT
200 PRINT "ORIGINAL      STORY 1      STORY 2"
210 PRINT "-----"
220 PRINT "CAM          LILA          MAC"
230 PRINT "ILSA          JENNIE        LISA"
240 PRINT "LEN           CAL           NEL"
250 PRINT "SALLIE         MEL           ALLISE"

```

RUN

The Postman

It is a bitterly cold winter afternoon when Gladys Milman telephones you to ask for help. Her dog, Mandy, has been accused of biting the new postman. Gladys is very upset because the postman is threatening to sue her.

"I don't understand it," says Gladys. "Mandy barks a lot. But she would never bite anyone."

At the police station the sergeant asks the postman to sketch the scene of the accident. This is what the postman drew. Type in the program, then return to the story.

NEW

```

10 PRINT "TTTTTTTTT"
20 PRINT "TTTTTTTTT"
30 PRINT "TTTTTTTTT"
40 PRINT "T T T T"
50 PRINT "T T T T"
60 PRINT "TTTT TTTT POSTBOX"
90 PRINT "      X X "
100 PRINT "      X X "
110 PRINT "      X XXXXXXXXXXXX"
120 PRINT "      X LEXINGTON "
130 PRINT "      X AVENUE      "
140 PRINT "      XXXXXXXXXXXXXX"
150 PRINT "-----"
160 PRINT " POSTMAN "
170 PRINT "-----"
RUN

```

"I'm going to sue Gladys Milman. She shouldn't allow her dog to run loose. Who knows how many other people have been bitten?" says the postman. "I was just doing my job. I could have been killed by that vicious dog. The dog must be tied up."

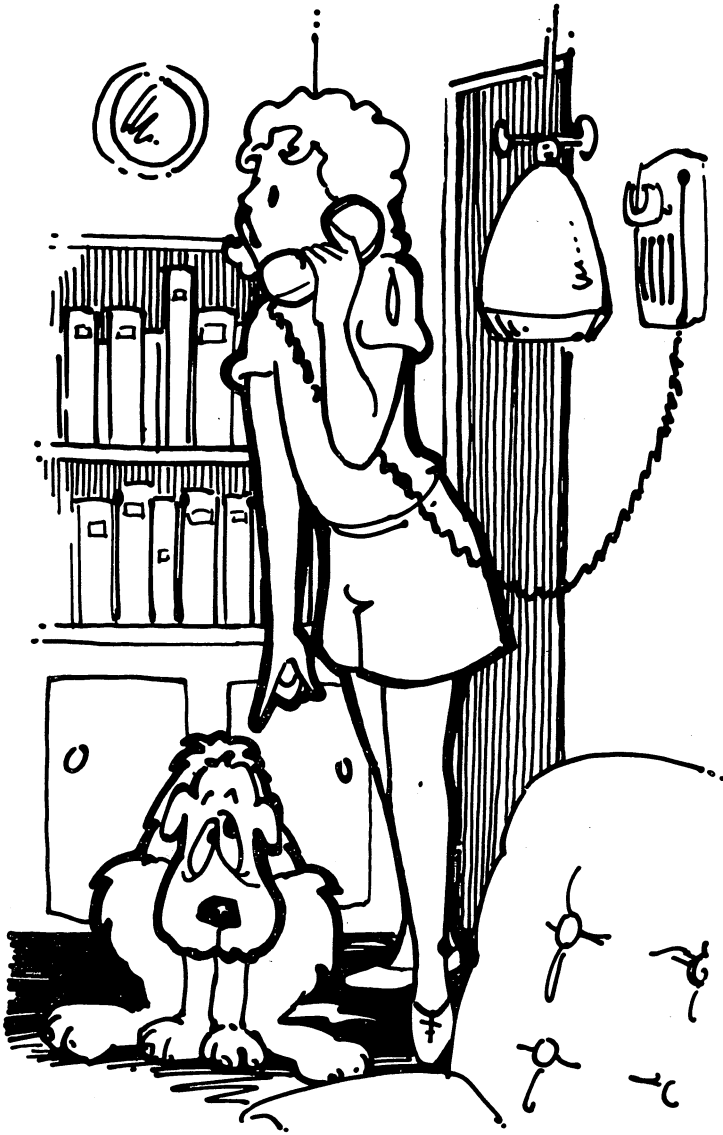
"Did you have a doctor look at your wound?" asks the police sergeant.

"No," says the postman. "I came right here to report the accident. I want to make sure that the lady and her dog don't get away with such behavior."

"Did you go home to change your clothes or apply medication to the wound?" asks the sergeant. He can see no sign of a wound on the postman.

"Of course not," says the postman. "Look at this bite!" Would you go home and change your clothes with a bite like this?" He rolls up the pant leg of his neatly pressed uniform. The sergeant sees a nasty-looking wound below the man's right knee.

Now the postman looks the sergeant squarely in the eye and says,



"Can't you see what a terrible bite this is? Why do you look at me as if you thought I'd done something wrong?"

"I'm not sure you didn't," says the sergeant.

Type in the program to find out why the sergeant didn't believe the postman.

NEW

```
10 DIM A$(20)
20 DIM B$(20)
30 DIM X$(20)
40 PRINT "WHAT GIVES THE SERGEANT A CLUE"
50 PRINT "THAT THE POSTMAN IS NOT TELLING"
60 PRINT "THE TRUTH? "
70 PRINT "MEDICATION"
80 PRINT "PANTS LEG"
90 PRINT "POST BOX"
100 PRINT "DOG"
110 PRINT "GLADYS"
120 PRINT "RIGHT KNEE"
130 INPUT A$
140 LET X$ = "POST BOX"
150 LET B$ = "PANTS LEG"
160 IF A$ = B$ THEN GOTO 210
165 PRINT
170 PRINT "WRONG, TRY AGAIN."
180 GOTO 40
210 PRINT "OF COURSE. THE PANTS LEG OF THE"
220 PRINT "POSTMAN WAS STILL NEATLY"
230 PRINT "PRESSED. HE HAD TO ROLL UP HIS"
240 PRINT "PANTS LEG TO SHOW THE WOUND TO"
250 PRINT "THE SERGEANT. DID HE HAVE TO"
260 PRINT "ROLL UP THE PANTS SO THAT THE"
270 PRINT "DOG COULD BITE HIM? WOULDN'T"
280 PRINT "THE DOG BITE RIGHT THROUGH THE"
290 PRINT "THE PANTS MATERIAL? MANDY DID"
300 PRINT "NOT BITE THE POSTMAN"
RUN
```

The Case of The Missing Horse

Nobody in town likes Frank Bridges. Almost anybody might have stolen his horse, Samantha, just to teach Frank Bridges a lesson for being so mean. But Frank Bridges insists that the prankster must be one of three people: Ray Raines, Jim Fowler, or Susan Simmons. All three pass by his farm regularly and know his habits. Type in the program to find out their location.

NEW

```
10 PRINT "          II======"
15 PRINT "          II HASTINGS"
20 PRINT "          II STREET  "
25 PRINT "-----II======"
30 PRINT "  POST  II"
35 PRINT "  DRIVE II"
40 PRINT "-----II"
```



```

45 PRINT "          II*****"
50 PRINT "          II  KINGS"
55 PRINT "          II  ROW  "
60 PRINT "IIIIIIIIII*****"
65 PRINT "          II  BRIDGES"
70 PRINT "          II  FARM"
75 PRINT "          II*****"
100 FOR X = 1 TO 5000: NEXT X
195 PRINT
200 PRINT "ROY RAINES LIVES AT"
210 PRINT "103 HASTINGS STREET."
215 PRINT
220 PRINT "JIM FOWLER LIVES AT"
230 PRINT " 1 POST DRIVE"
235 PRINT
240 PRINT "SUSAN SIMMONS LIVES"
250 PRINT "AT 29 KINGS ROW."
260 PRINT
270 PRINT "GO BACK TO THE BOOK"

```

RUN

Before you set off to question the suspects, Frank Bridges gives you a description of his missing horse.

Jim Fowler is a garden and pet supply salesman. A neatly trimmed lawn surrounds Jim's house. The only horse you see here is a ceramic statue of a jockey on a white horse. It rests beside the front door. At the rear of the house you can see a large garage that has three locks. Shades are pulled over the window. There are blotches of oil in the driveway.

Jim Fowler lets you in. "Yes, I did like Frank's horse, but I would never steal it. I'm no thief," says Fowler. "Someone probably felt sorry for the poor horse who had to live with that Bridges creep. Anyone could give it a better home."

It's a long walk down the road to the Simmons' house, so you decide to stop on the way and take a look at Frank Bridges's description of the missing horse. Type in the program.



NEW

```

10 PRINT "  SAMANTHA  "
15 PRINT "SEX-FEMALE"
20 PRINT "BROWN HORSE WITH"
30 PRINT "BLACK MANE.AGE 10"
40 PRINT "WEIGHT-1000 LBS "
45 PRINT "BLIND IN LEFT EYE."
50 GOTO 80
60 PRINT "THINKS SHE IS A TREE"
70 PRINT "SMELLS LIKE ROTTEN EGGS"
80 PRINT "MISSING SEVERAL"
90 PRINT "FRONT TEETH."
100 PRINT "FRONT LEG INJURED."
110 PRINT "TAN SADDLE"
120 PRINT "GO BACK TO THE STORY"
RUN

```

Outside the Simmons' house you see deep prints in the ground. They could have been made by a horse. A large bale of hay is against the barn door. You know that Susan Simmons had once worked for Frank Bridges. She quit after they had a disagreement about the handling of one of Frank's horses.

"I hope you don't mind if I ask you a few questions. I'm trying to find Frank Bridges's horse, Samantha. He thinks you may know something about the disappearance," you tell her.

"Why me?" says Susan, surprised. "I haven't seen that miserable man in almost three months."

"I understand that you didn't leave the job on good terms. Is that right?" you say.

"Right," she answers. "He was constantly telling me what to do and what not to do. I told him to find another trainer to boss around."

"I noticed that you have a bale of hay near the barn. Do you own a horse?" you ask.

"No, I don't own one, but I'm training a horse for someone else," says Susan. "My assistant is out riding it now."

Ray Raines lives on a ranch that has a path leading up to the house. A series of three fresh, deep prints and one not-too-deep one are on the path. On the right side of the path the grass has been

cropped in an irregular pattern. Some blades are higher than others. On the left side, the grass hasn't been cropped at all and the blades are all the same length.

Raines answers the door in a pleasant manner, but when you mention Frank Bridges's name, he gets angry. You tell him about the missing horse. "I haven't seen Bridges in almost six months, and I'd like to keep it that way. I made him a saddle for his horse, Samantha, but he didn't appreciate my fine work. That man doesn't know how to take care of anything," says Raines.

Although you haven't seen any horse, you know who took Frank Bridges's horse. Can you guess who has Samantha?

Type in the program.

NEW

```

2  DIM F$(20)
3  DIM G$(20)
4  DIM C$(20)
5  PRINT "WHO IS THE HORSE"
10 PRINT "THIEF?"
12 PRINT "ROY ROGERS"
14 PRINT "ROY RAINES"
20 INPUT F$
30 LET C$ = "ROY ROGERS"
35 LET G$ = "ROY RAINES"
40 IF F$ = G$ THEN GOTO 50
42 PRINT "WRONG PERSON"
45 GOTO 5
50 PRINT "YOU FOUND HIM"
52 DIM A$(20)
53 DIM B$(20)
54 DIM D$(20)
55 PRINT "WHICH CLUES TOLD YOU?"
60 PRINT "SADDLE"
65 PRINT "HAY"
70 PRINT "FOOTPRINTS"
80 INPUT A$
90 LET D$ = "SADDLE"
95 LET B$ = "FOOTPRINTS"
100 IF A$ = B$ THEN GOTO 115
105 PRINT "WRONG.CHECK THE BOOK"
110 GOTO 55

```

```
115 PRINT "SURE, A HORSE WITH AN"  
120 PRINT "INJURED LEG WOULD BE"  
125 PRINT "LIKELY TO LIMP,"  
130 PRINT "MAKING THREE DEEP"  
135 PRINT "PRINTS AND ONE"  
140 PRINT "SHALLOW PRINT. ALSO"  
145 PRINT "THE HORSE IS BLIND"  
150 PRINT "IN THE LEFT EYE.THAT"  
155 PRINT "IS WHY THE GRASS WAS"  
160 PRINT "NIBBLED ONLY ON THE"  
165 PRINT "RIGHT SIDE.SOME OF"  
170 PRINT "THE GRASS WAS CHEWED"  
175 PRINT "LOWER THAN OTHER"  
180 PRINT "BLADES BECAUSE THE"  
185 PRINT "HORSE IS MISSING"  
190 PRINT "SOME FRONT TEETH."  
RUN
```

You guessed right, and the person who stole Samantha offers to pay Frank Bridges for the horse. Greedily, Bridges accepts the money. Now Samantha has a good home and will be well looked after. She thanks you from the bottom of her hoof.

The Tapper

After three hours of arcade games, your eyes are tired. You leave the arcade. It's dark and late at night as you pass by the downtown stores. You stop by a store window as you see new television sets glowing at you. One set is showing a special late-night bulletin.

Type in the program to read the message.

NEW

```
100 PRINT "SPECIAL BULLETIN"  
200 GOTO 400  
300 PRINT "LADY USES COFFEE"  
350 PRINT "FOR MOUTHWASH"  
400 PRINT "MAN WITH CANE"  
500 GOTO 700  
600 PRINT "TO STRIKE MATCH"  
650 PRINT "TO PAINT TOENAILS."  
700 PRINT "STRIKES AGAIN"
```

```
800  GOTO 1000
900  PRINT "YOU ARE A CREEP"
950  PRINT "YOU NEED A BATH"
975  PRINT
1000 PRINT "STAY OFF THE STREET"
1050 GOTO 1100
1075 PRINT "NO SCHOOL TOMORROW"
1085 PRINT
1100 PRINT "    AT NIGHT    "
RUN
```

You have heard he is dangerous. Just the thought of him sends shivers up your spine. As you hurry on in the dark, you glance at each person that passes.

Now the street is deserted. Suddenly you hear a tap, tap, tapping behind you. You look over your shoulder. You see the shape of a huge man carrying something in his hand. You walk faster.

As you continue on your way, you sense that someone is still behind you. You decide to cross to the other side of the street. The Tapper does the same thing as you do.

All kinds of frightening thoughts pass through your mind as you try to lose the stranger. You hope you'll see a constable, but there's no one in sight. All the stores are closed. The streets are deserted. You wish you hadn't stayed so long at the arcade.

You sneak alongside parked cars and quickly scamper across the street again. You pause to catch your breath. You hear a sound. Could it be raindrops falling on the cars? No. It isn't raining. You listen to the tap, tap, tapping as it gets louder. The sound is coming closer.

You feel trapped and look around for an escape. This is the only thing you see.

Type in the program and then return to the book.

NEW

```

5  FOR C = 1 TO 3
10 PRINT "HHHHHHHHHHHHHHHHHH"
20 PRINT "HHHHHHHHHHHHHHHHHH"
30 PRINT "HHH   HHH   HHH"
40 PRINT "HHH   HHH   HHH"
50 PRINT "HHH   HHH   HHH"
60 NEXT C
RUN

```

Racing toward it, you run up the steps. It feels good to be out of the street. With long strides you rush up to the first floor. It seems as if the building is deserted. You hope the stranger doesn't follow you.

But once again you hear the tapping sound, this time on the stairs.

Quickly you run up to the next floor. But you can still hear the tapping sound following you.

You are terrified. You climb up to the top floor and onto the roof. Closing the roof door behind you, you wait. Minutes pass, and there is no tapping. He's left, you think, with a sigh of relief.

Suddenly the roof door bursts open. The terrifying tapping starts again. You watch in horror as a large, shadowy form roams across the roof. You know that you'll be discovered in a matter of seconds, for there's nowhere to run to.

Now the tapping is so close that you can hear the man's heavy breathing. Your back is pressed against the edge of the roof. As the man gets within reach, you make a grab for his cane and hold on tightly.

"Give it back!" he says.

"What are you going to do with it?" you say, shivering with terror.

"It's going to rain! Give me back my umbrella!" he says.

"Your umbrella!" you gasp. "Why are you carrying an umbrella?"

"I always carry an umbrella," says the man. "It keeps off the rain."



"But it isn't raining," you say.

"Exactly," says the man triumphantly. It *never* rains when I carry an umbrella!"

The man takes the umbrella from you.

Type in the program to see what he says next.

NEW

```

10 PRINT "YOU WERE IN THE"
20 GOTO 40
30 PRINT "KITCHEN BAKING"
35 PRINT "DOGHOUSE FOR A WEEK"
40 PRINT "ARCADE ROOM BEFORE"
50 PRINT "I FOLLOWED YOU SO I"
60 GOTO 90
70 PRINT "COULD FIND MY WAY"
80 PRINT "SCARE YOUR PANTS OFF"
90 PRINT "COULD RETURN THIS."
100 GOTO 130
110 PRINT "GIVE ME MY MONEY"
120 PRINT "GIVE ME YOUR MONEY"
130 PRINT "HERE, YOU DROPPED"
140 PRINT "YOUR WALLET."
150 GOTO 170
160 PRINT "YOU CLUMSY DAF"
170 PRINT ".....AND WITH A TAP"
180 GOTO 200
190 PRINT "YOU GAVE HIM A TAP"
200 PRINT "TAP,TAPPING THE"
210 GOTO 230
220 PRINT "BUY LONDON GOLD"
225 PRINT "AT THE MORNING FIX"
230 PRINT "UMBRELLA AND THE"
240 GOTO 260
250 PRINT "TAN RAINCOAT"
260 PRINT "STRANGER TURNED AND"
270 PRINT "LEFT."
RUN

```

A Day At The Beach

Yesterday you read an article about your town's Historical Society in the newspaper. The Historical Society protects and takes care of the very old places in your area-places that help to show what life was like there a long time ago. The newspaper article said that the Society has found an old map in its library. The map is of a beach in your town that used to be an Indian reservation.

Type in the program to see the map:

NEW

```
10 PRINT "-----"
20 PRINT "  O    O      O /WWW"
30 PRINT "    O O      /WWW"
40 PRINT "  O  O O      O/WWWWW"
50 PRINT "      X      /WWW"
60 PRINT "O          O /WWWWW"
70 PRINT "O  O O      O /W"
80 PRINT "-----"
90 PRINT "O = TEEPEE"
100 PRINT "X = HISTORICAL SPOT"
```



```

110 PRINT "      IN QUESTION"
120 PRINT "W = WATER"
RUN

```

There are lots of reservations in your town. Many roads, beaches and parks there have Indian names. The Historical Society is especially concerned that some of the beaches where the Indians once lived are being ruined by companies who dump their garbage there.

The Historical Society is very excited about the map it just found. What do you think the "X" on the map means? The Society thinks it may mean that some kind of treasure is buried there, because the Indians who lived there did a lot of trading with the settlers who lived nearby. The Indians may have buried the coins and jewelry to keep them safe.

You are doing a report on Indians for your history class at school, so you decide to take your bike and go watch the Historical Society workers digging at the beach. The trouble is, you forgot to take the map from the newspaper. There are three beaches in your town. You decide to check out each one to discover where the workers are. You come to the first beach. Type in the program to see what the sign says:

```

NEW

10 PRINT "-----"
20 PRINT "I    INDIAN POINT    I"
30 PRINT "I          BEACH      I"
40 PRINT "I*****KEEP*****I"
50 PRINT "I*****OUT*****I"
60 PRINT "-----"

RUN

```

You hear noise out on the beach. It sounds like trucks, but the beach grass is so tall you can't see anything. You decide to take a look at the next beach.

The second beach has a brand new sign posted at the entrance. The paint on the sign is still wet. Type in the program to see what it says.

NEW

```

10 PRINT "-----"
20 PRINT "I    SEAGULL BEACH    I"
30 PRINT "I                                I"
40 PRINT "I        DUNE    BUGGY    I"
50 PRINT "I            RACES            I"
60 PRINT "I                                I"
70 PRINT "I            TODAY            I"
80 PRINT "I    VROOOOOOOOOM!    I"
90 PRINT "I                                I"
100 PRINT "-----"

```

RUN

You want to take a look at the last beach before deciding where the workers are. The sign at the third beach says: (type in the program to find out.)

NEW

```

10 PRINT "-----"
20 PRINT "I    POCAHONTAS    I"
30 PRINT "I        BEACH        I"
40 PRINT "I                                I"
50 PRINT "I    TOURS    GIVEN    I"
60 PRINT "I            1 - 4            I"
70 PRINT "I                                I"
80 PRINT "I        SUNDAYS        I"
90 PRINT "I                                I"
100 PRINT "-----"

```

Which beach do you think the Historical Society workers are at?
Type in the program.

NEW

```

10 PRINT "WELL DETECTIVE, WHICH BEACH"
20 PRINT "WAS IT? ENTER 1, 2 OR 3 "
30 INPUT A$
40 LET B$ = "3"
50 LET C$ = "2"
60 LET D$ = "1"
70 IF A$ = B$ THEN GOTO 300
80 IF A$ = C$ THEN GOTO 200
90 IF A$ = D$ THEN GOTO 100
100 PRINT "SO SORRY DETECTIVE BUT YOU HAVE"
105 PRINT "MADE AN ERROR IN YOUR REASONING."
110 PRINT "THE SIGN FOR INDIAN PT. BEACH"
120 PRINT "SAID KEEP OUT, A DISCOVERY WOULD"
130 PRINT "BE SHOWN TO PEOPLE. BESIDES"
140 PRINT "THAT, YOU HEARD TRUCK NOISES..."
150 PRINT "COULDN'T THIS BE THE DUMPING OF"
160 PRINT "POLLUTION"
170 PRINT "I'LL GIVE YOU ANOTHER TRY."
180 GOTO 10
200 PRINT "OH DETECTIVE, DO YOU REALLY"
205 PRINT "THINK THE FINE PEOPLE AT THE"
210 PRINT "HISTORICAL SOCIETY WOULD"
220 PRINT "PERMIT DUNE BUGGY RACES ON A"
230 PRINT "HISTORICAL PLACE SUCH AS THIS."
240 PRINT "ONE MORE TIME, DETECTIVE."
250 GOTO 10
300 PRINT "RIGHT YOU ARE DETECTIVE,"
305 PRINT "MY SINCERE CONGRATULATIONS ON"
310 PRINT "YOUR UNMISTAKEABLE LOGIC."
320 PRINT "NATURALLY AN HISTORIC PLACE"
330 PRINT "WOULD BE SHOWN OFF TO PEOPLE ON"
340 PRINT "TOURS. CONGRATULATIONS AGAIN."
RUN

```

Congratulations! You have found the Historical Society workers. You walk over to the big hole in the sand they have been digging and ask lots of questions. Suddenly, you notice a bony hand sticking out of the sand. No one seems to understand why you are jumping up and down and yelling. Then they see the hand too. You grab a shovel and help the workers. You have discovered an ancient burial ground!

The report you write on your experiences gets an A and you get a membership from the Historical Society for helping it to discover the burial ground.

The “S-Thief”

Stories about the “S-Thief” have been in all the newspapers. The police have named her “Sylvia, the S-Thief ,” because of descriptions given by the victims. Sylvia is stunning, steals, sometimes uses scissors, and always carries a large switchblade in the back pocket of her jeans, say the reports.

The switchblade has an engraving on it. Type in the program for a closer look.

NEW

```

10 PRINT "1234567890123456789"
20 PRINT "***"
30 PRINT "***"
35 PRINT "***"
40 PRINT "***"
45 PRINT "***"
50 PRINT "*****"
60 PRINT "                **"
70 PRINT "                **"
75 PRINT "                **"
80 PRINT "                **"
85 PRINT "                **"
90 PRINT "*****"
95 PRINT "RETURN TO THE BOOK"
RUN

```

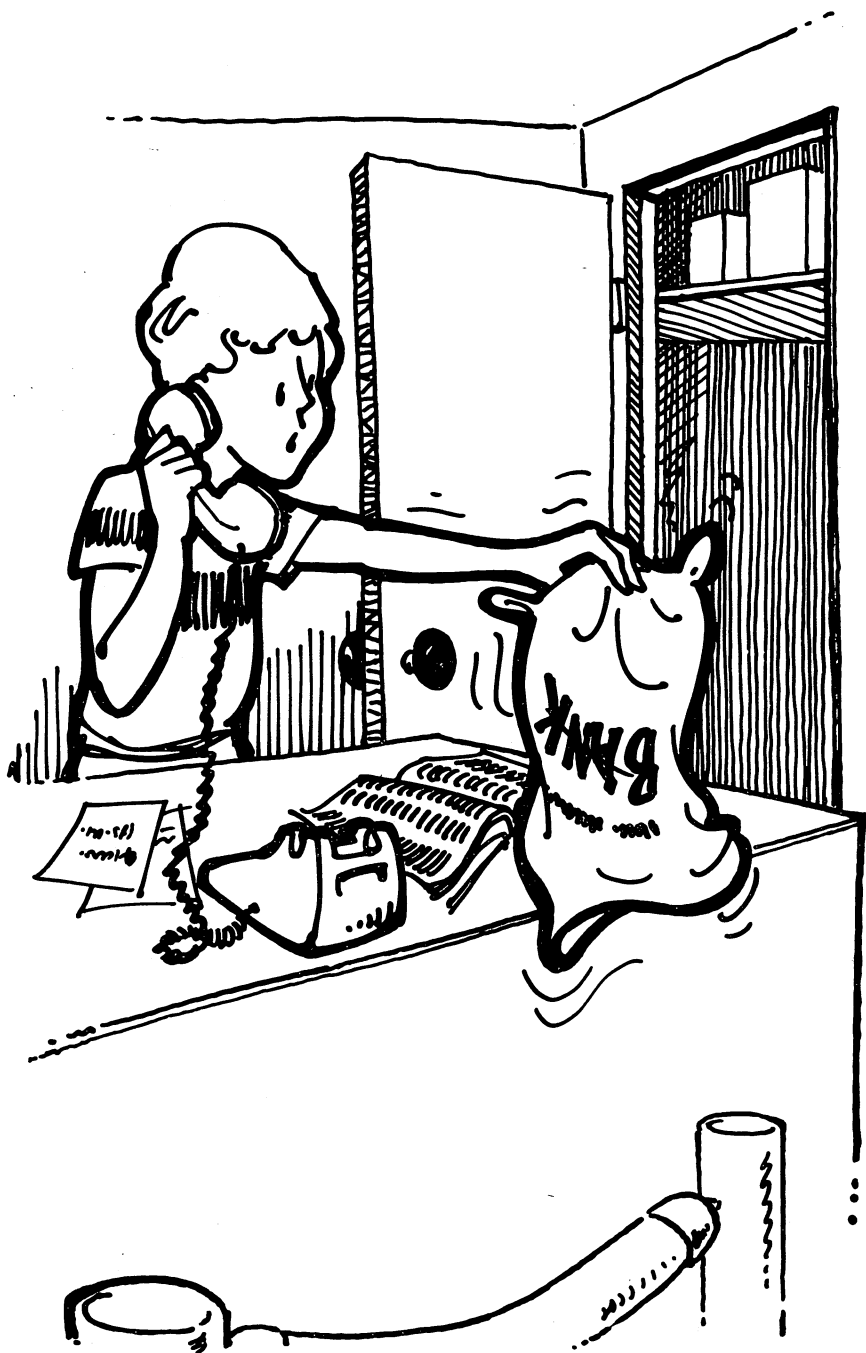
Some people say the engraving looks like a squared-off "S." Others say it looks like a snake.

The insurance people are angry. They are tired of paying out insurance money to victims of the S-Thief. The insurance company sends you to question the latest of Sylvia's victims.

You notice that Frank Friendly seems annoyed when you ask him yet again for a description of the robber.

"It was definitely Sylvia, the S-Thief," he says. "She was wearing a tight silver shirt and jeans. She walked into my store at about seven o'clock, just as I was getting ready to go to the bank. I had opened the cash register and was putting the money into the bank-deposit bag.

"Suddenly, there she was! She shoved the sharpest scissors I'd ever seen right up to my face. I was scared! When she ordered me to go into that closet, I went right in. She locked the door and I didn't stir until I heard her leave the store. Then I broke open the closet door. I saw that the bank bag was empty, and I called the police." then



"Are you sure the thief was Sylvia?" you ask.

"Of course I'm sure," says Frank. "I saw that switchblade - the one with the snake engraving - it was right there in the back pocket of her jeans. There was no mistaking it!"

Again Frank describes what happened. "From the moments she came into the store, I was too scared to move," he says. "She held those terrible scissors to my head and we were eyeball to eyeball as she forced me into the closet. I didn't budge, even after she'd slammed the door and locked me in."

You examine the closet door and see that it could easily have been locked from the outside. You examine the lock that Frank Friendly had to break to get out of the closet. Still, you have a feeling that something isn't quite right. Suddenly, you know what it is.

Frank Friendly has described something as clearly as a newspaper reporter—but it's something he couldn't possibly have seen! Type in the program to see what that something is.

NEW

```

10 DIM A$(20)
20 DIM B$(20)
25 DIM C$(20)
26 DIM F$(20)
30 PRINT "WHAT COULDN'T HE"
40 PRINT "HAVE SEEN?"
50 PRINT "CLOSET"
60 PRINT "SCISSORS"
70 PRINT "BANK BAG"
80 PRINT "SWITCHBLADE"
90 PRINT "JEANS"
100 INPUT A$
110 LET C$ = "SCISSORS"
120 LET B$ = "SWITCHBLADE"
130 IF A$ = B$ THEN GOTO 170
140 PRINT "IT IS POSSIBLE THAT"
150 PRINT "HE SAW IT"
160 GOTO 30
170 PRINT "YES, FRANK SAID HE SAW THE"
180 PRINT "SWITCHBLADE.HE ALSO"
190 PRINT "SAID HE WAS TOO"

```

```
200 PRINT "SCARED TO MOVE HIS HEAD."
210 DIM D$(20)
220 DIM E$(20)
230 PRINT "WHERE DID SYLVIA"
240 PRINT "CARRY A SWITCHBLADE?"
250 PRINT "HAND"
260 PRINT "FRONT POCKET"
270 PRINT "ANYWHERE"
280 PRINT "BACK POCKET"
290 INPUT D$
300 LET F$ = "FRONT POCKET"
310 LET E$ = "BACK POCKET"
320 IF D$ = E$ THEN GOTO 350
330 PRINT "NO WAY, RAY"
340 GOTO 230
350 PRINT "SYLVIA NEVER TURNED"
360 PRINT "AROUND AND FRANK"
370 PRINT "NEVER MOVED HIS HEAD"
380 PRINT "THAT WOULD MAKE IT"
390 PRINT "IMPOSSIBLE FOR FRANK"
400 PRINT "TO SEE THE SNAKE"
410 PRINT "SWITCHBLADE"
420 PRINT
430 DIM G$(20)
440 PRINT "WHAT DO YOU THINK"
450 PRINT "HAPPENED TO THE"
460 PRINT "MONEY IN THE BAG?"
470 INPUT G$
480 PRINT "WHEN THIS STORY WAS"
490 PRINT "WRITTEN IN THE PAPER"
500 PRINT "PEOPLE DIDN'T THINK"
510 PRINT "FRANK WAS SO FRIENDLY"
520 PRINT "OR SO FRANK"
530 PRINT "ANY MORE."
```

RUN

And you get a silver star from the insurance company for being smart and sensitive.

The Cousin Connection

As you snatch the envelope from the mailbox, you notice the unusual stamp. You see that the stamp and the postmark are from Peru. "Oh good. A letter from Uncle Jake!" you say. Your Uncle Jake is the only person you know who lives in South America.

When Jake sold his business, he took the money to Peru. There he bought a beautiful mansion with seven gardens. His favorite hobby is raising exotic flowers. Occasionally he mails you photographs of flowers with square leaves and blossoms with triangular forms. Many of your friends have admired these photographs of unusual plants.

Quickly you tear open the envelope. There are no photographs inside, and you do not recognize the name at the bottom of the letter. Type in this program to read the letter.

NEW

```

10 PRINT "*****"
20 PRINT "* DEAR NIECE,      *"
30 PRINT "*           I AM SORRY  *"
40 PRINT "* TO HAVE TO TELL    *"
50 PRINT "* OF THE DEATH OF     *"
60 PRINT "* UNCLE JAKE. AS      *"
70 PRINT "* ATTORNEY I WANT     *"
80 PRINT "* YOU TO KNOW THE     *"
90 PRINT "* WILL. YOU ARE AN    *"
100 PRINT "* HEIR. THE OTHER    *"
110 PRINT "* IS FELIX MIROS, A   *"
120 PRINT "* COUSIN YOU HAVE     *"
130 PRINT "* NEVER MET SINCE     *"
140 PRINT "* HE LIVES IN PERU.    *"
150 FOR X = 1 TO 3000
160 NEXT X
170 PRINT "* JAKE'S LAST WISH    *"
180 PRINT "* WAS THAT THE TWO     *"
190 PRINT "* COUSINS MEET. IN     *"
200 PRINT "* ORDER TO INHERIT    *"
210 PRINT "* HALF THE FORTUNE     *"
220 PRINT "* YOU MUST FIND       *"
230 PRINT "* COUSIN FELIX AND    *"
240 PRINT "* BRING HIM TO MY     *"
250 PRINT "* OFFICE.            *"
260 PRINT "*           SINCERELY,  *"
270 PRINT "* BRIAN STONE         *"
280 PRINT "*           ATTORNEY   *"
290 PRINT "*****"
300 PRINT "GO BACK TO THE BOOK"
RUN

```

You try to recall the details that Uncle Jake told you about Felix. He is a professional tennis player, but you have never seen Felix. Uncle Jake mentioned him often in letters, but there was never a photograph of him.

To locate Felix, you decide to visit Peru. On the plane you reread Uncle Jake's letters and look at the photographs, hoping to find Felix's address or home town. You uncover no clues.

Looking through telephone books in Peru, you find that there are many people in different cities with the name, Felix Miros. You

are not even sure if your Felix has a telephone.

You decide to place this advertisement in the newspaper. Type in the program to see it.



NEW

```

140 PRINT "    W A N T E D "
150 PRINT
160 PRINT "    F E L I X"
180 PRINT "    M I R O S"
190 PRINT
200 PRINT "FOR INHERITANCE OF"
210 PRINT
220 PRINT "UNCLE JAKE'S ESTATE"
230 PRINT
240 PRINT
250 PRINT "    CALL ANYTIME"
255 PRINT
260 PRINT "    555-7299"
270 PRINT
290 PRINT "IIIIIIIIIIIIIIIIIIIIII"
310 PRINT "GO BACK TO THE BOOK"
RUN

```

There must have been at least a hundred phone calls, but you know most of the callers were fakes. They did not know enough about Uncle Jake. Three of the callers sounded as though they might be the real Felix Miros. You have to be sure.

You make appointments to meet each Felix individually.

Felix #1 arrives right on schedule. As you shake his hand, he pulls it back quickly.

"You must forgive me," he says. "I have blisters on my fingers from my last match at Wimbledon. You know, I am a professional tennis player."

Soon he tells you about visiting Uncle Jake at the mansion every week. He moves restlessly around your hotel room. He picks up your photographs of plants and examines them.

"You are very good at trick photography," he says. "How on earth did you manage to reshape the leaves and flowers with a camera lens? Very clever!"

Felix #2 knows a lot about Uncle Jake's passion for gardening.

He peers out of the window. Type in the program to find out what he sees.

NEW

```

10 PRINT "+++++"
20 PRINT "+ + + + "
30 PRINT "+ + + + "
40 PRINT "+ + + + "
50 PRINT "+++++"
60 PRINT "+ + + + "
70 PRINT "+ + + + "
80 PRINT "+ + + + "
90 PRINT "+ + + + "
100 PRINT "+++++"
110 PRINT "+ + + + "
120 PRINT "+ + + + "
130 PRINT "+ + + + "
140 PRINT "+ + + + "
150 PRINT "+++++"
200 PRINT "RETURN TO THE STORY"
RUN

```

“What a wonderful view of the tennis fields!” He starts to talk about Wimbledon and his tennis career. “I could have won my last match. But the other guy kept me at the back of the field. He beat me in two straight quarters. It’s too bad Uncle Jake couldn’t have seen me win more often.”

Felix #3 also notices the view from the window. He talks about how he wished he could have spent more time with Uncle Jake. “I invited him to my matches on clay courts because I play best on that surface. Uncle Jake never wanted to go. I guess he was more interested in growing weird-shaped plants.”

Type in the program to figure out which caller is really your cousin, Felix Miros.

NEW

```

10 DIM A$(20)
12 DIM B$(20)
20 PRINT "DO YOU THINK IT IS FELIX 1"
25 PRINT "ANSWER YES OR NO"
30 INPUT A$
50 LET B$ = "YES"
60 IF A$ = B$ THEN GOTO 200
65 DIM C$(20)
67 DIM D$(20)
70 PRINT "IS IT FELIX 2?"
90 INPUT C$
105 LET D$ = "YES"
110 IF C$ = D$ THEN GOTO 300
115 DIM F$(20)
120 PRINT "IS IT FELIX 3?"
130 INPUT F$
140 PRINT "BELIEVE IT OR NOT"
150 PRINT "IT IS FELIX 3."
160 PRINT "HE KNEW ABOUT JAKE'S"
170 PRINT "INTEREST IN GROWING ODD-SHAPED"
180 PRINT "PLANTS. HE KNEW THE CORRECT"
190 PRINT "TENNIS TERMS, TOO."
195 GOTO 410
200 PRINT "WRONG, HE THOUGHT"
210 PRINT "TRICK PHOTOGRAPHY WAS USED."
220 PRINT "HE SHOULD HAVE KNOWN"
225 PRINT "ABOUT JAKE'S PASSION"
230 PRINT "FOR UNUSUAL FLOWERS."
240 GOTO 70
300 PRINT "WRONG, ANY TENNIS"
310 PRINT "PLAYER WOULD CALL"
320 PRINT "THE PLAYING AREA"
330 PRINT "A COURT NOT A FIELD."
340 PRINT "ALSO TENNIS MATCHES"
350 PRINT "ARE DIVIDED INTO"
360 PRINT "SETS NOT QUARTERS."
370 GOTO 120
410 PRINT "YOU HAVE FOUND FELIX"
420 PRINT "THE ATTORNEY WILL"
430 PRINT "GIVE YOU YOUR SHARE"
440 PRINT "OF THE ESTATE --"
450 PRINT "100 OUNCES OF GOLD."
RUN

```

The Star Ring

You had a great day at school showing off your new star ring. Everyone said how beautiful it was.

Bill asked to try it on. He slipped it on for just a moment, then gave it back. "That's a fine stone," he said. "Very rare."

Lawrence held the star ring in his palm. He was amazed by its weight. "It must be very valuable," he said.

Richard looked carefully at the ring while it was on your finger. He didn't say anything about it. You could tell he was jealous. When the bell rang, he rushed off to class.

When you got home from school, you took your ring off and placed it star-side up somewhere in your room. Type in the program to see where you put your ring.

NEW

```

10 PRINT " WINDOW "
20 PRINT "000000000000"
30 PRINT "0      0      0"
40 PRINT "0      0      0"
50 PRINT "0      0      0"
60 PRINT "0      0      0"
70 PRINT "0      0      0"
80 PRINT "000000000000"
90 PRINT " LEDGE "
100 GOTO 130
110 PRINT "DO YOUR FEET SMELL?"
120 PRINT
130 PRINT "XXXXXXXXXXXXXXXX"
140 PRINT "XX                XX"
150 PRINT "XX BLOTTER XX"
160 PRINT "XXXXXXXXXXXXXXXX"
170 PRINT "XX                XX"
180 PRINT "XX  DESK  XX"
RUN

```

You spent about fifteen minutes in the shower. When you came out, the ring was gone. You looked under the desk and along the carpet. You couldn't find the ring. You noticed the window was open a crack. Could someone have taken the ring? Maybe one of the boys at school took it as a joke or on a dare. Maybe someone was jealous.

Although Bill, Lawrence and Richard are your friends, not one of them has ever been to your new house on Dutton Lane. You only moved in two weeks ago, and the house needed a lot of repair.

You decide that now is the time to invite your friends to visit.

The next day you ask Lawrence, Bill and Richard to come to your house after school and help you search for the missing ring. All of them accept, and ask you for directions to your new house.



You draw this map and give each a copy. Type in the program.

NEW

```

10 PRINT "+++++"
20 PRINT "    CREST ROAD"
50 PRINT "    +++++"
60 PRINT "    +++++"
90 PRINT "+++++    +++++"
100 PRINT "+++++"
110 PRINT "    123 WAVERLY ROAD "
120 PRINT "+++++    +++++"
130 PRINT "+ KINGSWAY +"
140 PRINT "+ ROAD +"
150 PRINT "+++++"

```

RUN

You hurry home to get out some drinks and biscuits for your friends.

Bill is the first one to show up. In fact, Bill is the only one to show up.

Why didn't the others come to your house?

Who do you think stole the ring?

Type in the program to see if you are right.

NEW

```

20 DIM K$(20)
30 DIM P$(20)
40 DIM Q$(20)
50 PRINT "WHO DO YOU THINK"
60 PRINT "TOOK THE RING?"
80 INPUT P$
90 LET K$ = "LAWRENCE"
110 LET Q$ = "BILL"
120 IF P$ = Q$ THEN GOTO 180

```

```
130 PRINT "THAT'S A WRONG GUESS"
140 PRINT "TRY AGAIN"
150 GOTO 50
160 DIM R$(20)
170 DIM S$(20)
180 PRINT "WHAT GAVE YOU THE"
190 PRINT "CLUE ABOUT BILL?"
200 PRINT "DESK"
210 PRINT "WINDOW"
220 PRINT "HEAVY RING"
230 PRINT "SHOWER"
240 PRINT "NEW HOUSE"
250 PRINT "HIS JEALOUSY"
270 INPUT R$
280 LET C$ = "DESK"
290 LET S$ = "NEW HOUSE"
300 IF R$ = S$ THEN GOTO 350
310 PRINT "WRONG, BILL DID NOT"
320 PRINT "USE THE MAP YOU GAVE"
330 PRINT "HIM."
340 GOTO 180
350 PRINT "YOU ARE ABSOLUTELY RIGHT. THE"
360 PRINT "MAP YOU DREW WAS NOT TO YOUR"
370 PRINT "NEW HOUSE. SINCE NONE OF THE"
380 PRINT "BOYS HAD EVER BEEN TO YOUR NEW"
390 PRINT "HOUSE, THEY WOULD HAVE FOLLOWED"
400 PRINT "YOUR MAP AND GONE TO THE WRONG"
410 PRINT "PLACE. BUT BILL DID NOT LOOK"
420 PRINT "AT THE MAP. HE KNOW WHERE YOU"
430 PRINT "LIVED. HE MUST HAVE BEEN THERE"
440 PRINT "BEFORE .... WHEN HE FOLLOWED"
450 PRINT "YOU HOME AND STOLE THE RING."
460 PRINT "YOU CAUGHT THE THIEF"
RUN
```


The Joyride

You answer your telephone. It's your friend, Bruce. He is calling from the police station. Bruce has been accused of taking Rosie's new sports car for a joyride. The car was stolen from Rosie's garage and found in Bruce's driveway.

At the police station, Bruce says, "I know I said I'd love to get my hands on that car! But I didn't take it. Someone must have stolen it and parked it in my driveway so the police would arrest me."

Rosie shows up at the police station. She is angry.

"Bruce, I never want to see you again," she shouts. "How could you steal a car? My car? I must have been crazy to be a friend of yours. Stealing is just so cheap and tacky, I'm not even going to mention this incident to anyone. I just want to forget I ever met you."

With angry tears in her eyes, she runs out.

You ask Bruce for a rundown on Rosie's friends. He tells you about Sandy and Charlie. "Both of them know about Rosie's car



and where she kept it," says Bruce. "I'd be embarrassed if they found out I'd been arrested for stealing. Rosie is right. It's tacky. Please don't tell them I'm at the police station."

You look at the addresses Bruce has given you and go to Sandy's house first.

You tell Sandy that Rosie's car was stolen from her garage and that Bruce has been arrested for stealing it. You feel that Bruce has been blamed for something he didn't do. Since Sandy and Bruce are friends, you figure it's all right to say that Bruce has been accused and needs help.

"I must admit I like that sports car and would love to drive it," says Sandy. "But I didn't take it. That would be stealing. And even if I did, I wouldn't be stupid enough to park the car in Bruce's driveway."

Charlie seems tense when you question him.

"Bruce and I are not on speaking terms," he says. "We were close friends at one time. But we haven't seen each other for the last three weeks. I don't know anything about him any more."

You question Charlie about the sports car.

"Of course I didn't take it," he says. "Did Rosie say I took it? If she did, she's lying. Just because I'd like to have a car like hers doesn't mean I'd steal it."

Now that you've heard everyone's story, type in the program to figure out who stole the car.

NEW

```

5  DIM V$(20)
6  DIM R$(20)
7  DIM S$(20)
8  DIM Q$(20)
10 PRINT "WHO DO YOU THINK"
20 PRINT "TOOK ROSIE'S CAR?"
40 INPUT R$
55 LET Q$ = "BRUCE"
60 LET S$ = "SANDY"
70 IF R$ = S$ THEN GOTO 100
80 PRINT "THAT IS NOT CORRECT."
90 GOTO 10

```

```

100 PRINT "THAT IS RIGHT."
105 DIM T$(20)
108 DIM U$(20)
110 PRINT "WHAT CLUE TOLD YOU?"
140 PRINT "POLICE STATION"
150 PRINT "PARKED IN DRIVEWAY."
160 PRINT "ROSIE'S SCREAM"
170 PRINT "JOYRIDE"
180 PRINT "NEW SPORTS CAR"
190 PRINT "THE FIGHT"
195 INPUT T$
210 LET V$ = "JOYRIDE"
220 LET U$ = "PARKED IN DRIVEWAY"
230 IF T$ = U$ GOTO 250
240 GOTO 110
250 PRINT "YOU ARE ABSOLUTELY"
260 PRINT "RIGHT, SANDY KNEW"
270 PRINT "THAT THE CAR WAS"
280 PRINT "PARKED IN BRUCE'S"
290 PRINT "DRIVEWAY. THE ONLY"
300 PRINT "WAY FOR HIM TO KNOW"
310 PRINT "THIS WAS IF HE HAD"
320 PRINT "PARKED THERE HIMSELF"
RUN

```

The Case of The Rhyming Robber

The newspaper has an unusual story today. The GOOD AND PLENTY SWEET SHOP was robbed on Tuesday, June 4. You've read about many robberies, but this one seems a bit different. Type in the program and find out why.

NEW

```
5  PRINT "XXXXXXXXXXXXXXXXX"
10  PRINT "DAILY TRIBUNE"
20  PRINT "XXXXXXXXXXXXXXXXX"
30  PRINT
40  PRINT "LADY IN SUIT WEARING"
50  PRINT "CLOWN MASK ROBS SWEET SHOP"
60  PRINT
```

```

70 PRINT "SHE ROBS THE STORE"
80 PRINT "TELLING RHYMES."
90 PRINT "POINTING A GUN SHE SAYS"
100 PRINT "PAY ATTENTION TO ME"
110 PRINT "DON'T DO ANYTHING RASH"
120 GOTO 140
130 PRINT "OR I WILL STUFF UP"
135 PRINT "YOUR NOSE SOME"
136 PRINT "CORNEED BEEF HASH"
140 PRINT "JUST OPEN THIS BAG"
150 GOTO 170
160 PRINT "AND TAKE OFF THE RAG"
170 PRINT "AND STUFF IT WITH CASH"
180 PRINT "RETURN TO THE BOOK"
RUN

```

Something about the robber's voice and walk make the owner of the GOOD AND PLENTY SWEET SHOP believe the robber is a woman. The police can find no clues at the scene of the crime.

Two weeks later another strange story strikes your eye. The date of the story is Tuesday, June 18. The GOOD AND PLENTY SWEET SHOP has been robbed again! Everything is the same except the poem. Type in the program and see if you think the poem is written by the same person.

NEW

```

100 PRINT "I KNOW YOU HAVE MONEY"
200 GOTO 400
300 PRINT "THAT IS WHY I LIKE"
350 PRINT "YOU, HONEY"
400 PRINT "INSIDE OF THE DRAWER"
500 PRINT "JUST FILL UP THE BAG"
600 GOTO 800
700 PRINT "YOU BIG DINOSAUR"
800 PRINT "SO I WON'T GET SORE"
900 PRINT
950 DIM F$(20)
975 DIM G$(20)
990 DIM H$(20)

```

```

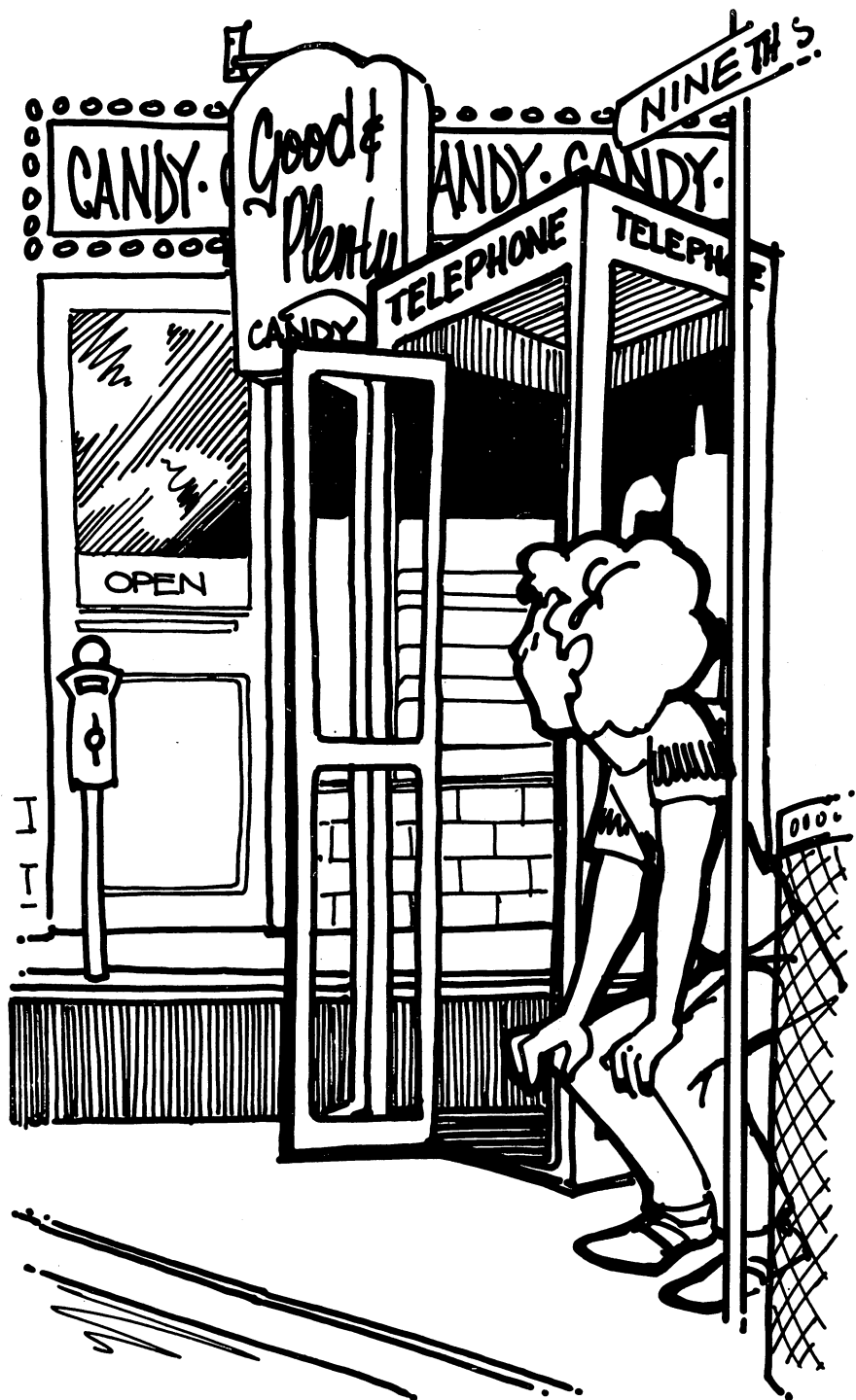
1000 PRINT "DO YOU THINK IT WAS"
1100 PRINT "THE SAME PERSON?"
1300 INPUT F$
1500 LET G$ = "YES"
1600 IF F$ = G$ THEN GOTO 2500
1800 LET H$ = "NO"
1900 IF F$ = H$ THEN GOTO 2100
2000 PRINT "YOU HAVE GOT TO BE KIDDING"
2050 GOTO 1000
2100 PRINT "YOU MAY BE WRONG"
2200 GOTO 2600
2500 PRINT "YOU MAY BE RIGHT"
2600 PRINT "RETURN TO THE BOOK"
RUN

```

The case certainly seems strange. The two robberies appear similar, but it's unusual for a robber to strike the same place twice. You visit the insurance company. The clerk tells you that the insurance company has paid back insurance money to the owner of the **GOOD AND PLENTY SWEET SHOP** for both robberies.

You have a hunch that the robber will strike again exactly two weeks from the last robbery. On Tuesday, July 2, you decide to stay near the store, hidden behind a telephone booth.

At 11 o'clock a new-looking car pulls up outside the sweet shop. It is driven by a woman wearing a suit. She looks at her watch. Then she looks around to see if there's anyone in sight. She doesn't see you, but you see her putting on a clown mask. She enters the store and you follow quickly. She talks to the owner. Type in the program to see what she says.



NEW

```

10 PRINT "I HAVE A GUN"
20 PRINT "RIGHT UNDER MY SHIRT"
30 GOTO 60
40 PRINT "SQUEEZE MY NOSE"
50 PRINT "I WILL GIVE A SQUIRT"
60 PRINT "HAND ME YOUR MONEY"
70 GOTO 90
80 PRINT "CUTE LITTLE BUNNY"
90 PRINT "AND NO ONE WILL GET HURT"
100 PRINT "RETURN TO THE BOOF"
RUN

```

The owner pulls open the cash register drawer and hands her money. She counts the money. You see the store owner remove his glasses from his shirt pocket. He places them on the counter.

Suddenly the robber shouts, "I told you to give me all the money you had—you're holding some back! Now I'm really mad."

The robber pulls out her gun, walks toward the owner, and jabs the gun smack into his chest. The owner tells her to look under the cash register drawer for more money. She grabs the money and pushes you and the owner into the store closet. She slams the door and you hear the latch snap shut.

"We're lucky to be alive," says the store owner.

"I don't think there's any luck involved at all," you say.

Type in the program and review the facts.

NEW

```

10 PRINT "YOU BELIEVE THAT THE"
20 PRINT "THE ROBBERY WAS STAGED."
30 PRINT "IT WAS ALL A FAKE."
40 DIM M$(20)
50 DIM N$(20)
55 DIM O$(20)
60 PRINT "WHAT MAKES YOU THINK SO?"
70 PRINT "GUN"
75 PRINT "CLOSET"

```

```
80 PRINT "CASH REGISTER"
85 PRINT "GLASSES"
90 PRINT "SHIRT"
95 PRINT "WOMAN"
100 PRINT "MONEY"
110 PRINT "RHYME"
120 PRINT "NEWSPAPER"
130 INPUT M$
140 LET O$ = "CLOSET"
150 LET N$ = "GLASSES"
155 IF M$ = N$ THEN GOTO 230
160 IF M$ = N$ THEN GOTO 230
170 PRINT "WRONG, TRY AGAIN"
180 GOTO 60
230 PRINT "OF COURSE YOU ARE RIGHT. THE"
240 PRINT "OWNER TOOK HIS GLASSES OUT OF"
250 PRINT "HIS SHIRT POCKET JUST BEFORE"
260 PRINT "THE ROBBER PUSHED THE GUN"
270 PRINT "RIGHT INTO HIS CHEST. THE OWNER"
280 PRINT "MUST HAVE KNOWN THAT THE ROBBER"
290 PRINT "WAS GOING TO HIT HIS CHEST, SO"
300 PRINT "HE PLACED HIS GLASSES ON THE"
310 PRINT "COUNTER WHERE THEY WOULD NOT"
320 PRINT "GET BROKEN, NOW THAT IS WHAT I"
330 PRINT "CALL GOOD THINKING."
RUN
```

A Spectacular View

You shouldn't be there at night, but you are. Quietly you hide behind a wide tree trunk, watching the cleaning squad pick up the day's garbage. You wait patiently as they sweep up the area and empty the dust bins. At last the place is spotless and they leave.

Now you can set up your telescope. It's too bad that Paddington Pond Park closes at sunset, since it's the best place for stargazing. Once in a while you sneak in with your telescope for that perfect sight. Quietly you set up your brand-new telescope, anxious to get a spectacular view of the stars.

Suddenly the stillness is shattered by the sound of a car. You hear a crash and see headlights moving toward the pond. You aim the telescope toward the car. Its wings are badly dented. It must have crashed through the park gate. The car comes to a stop about two feet from the pond. A man gets out, leaving the engine running and the door open.

You can tell from the ornament on the car that it's an expensive

Rolls Royce. The headlights are still on. You can see that the man is puffing on a long, thin cigarette in a silver cigarette holder. The man studies a sign near the pond. Then he walks to the dust bin and throws in his cigarette, holder and all. You hear the holder rattle against the metal trash can.

Now the man reaches into the car and does something that you cannot see. He moves to the back of the car and leans against it. Grunting loudly, he pushes the car into the pond. From the edge of the pond he watches as the car sinks beneath the water.

Through the telescope you watch in amazement as the man starts to roll on the ground, scraping his hands against the rough cement surface. Then he rubs the dirt and blood into his hair; finally the man lies still.

You hear police and ambulance sirens. The man is lifted into the ambulance and driven away. The police remain busy at the pond's edge. Quietly you move your telescope and go back behind the tree. You fall asleep. When you wake up the next morning, you find that the park has been sealed off by the police.

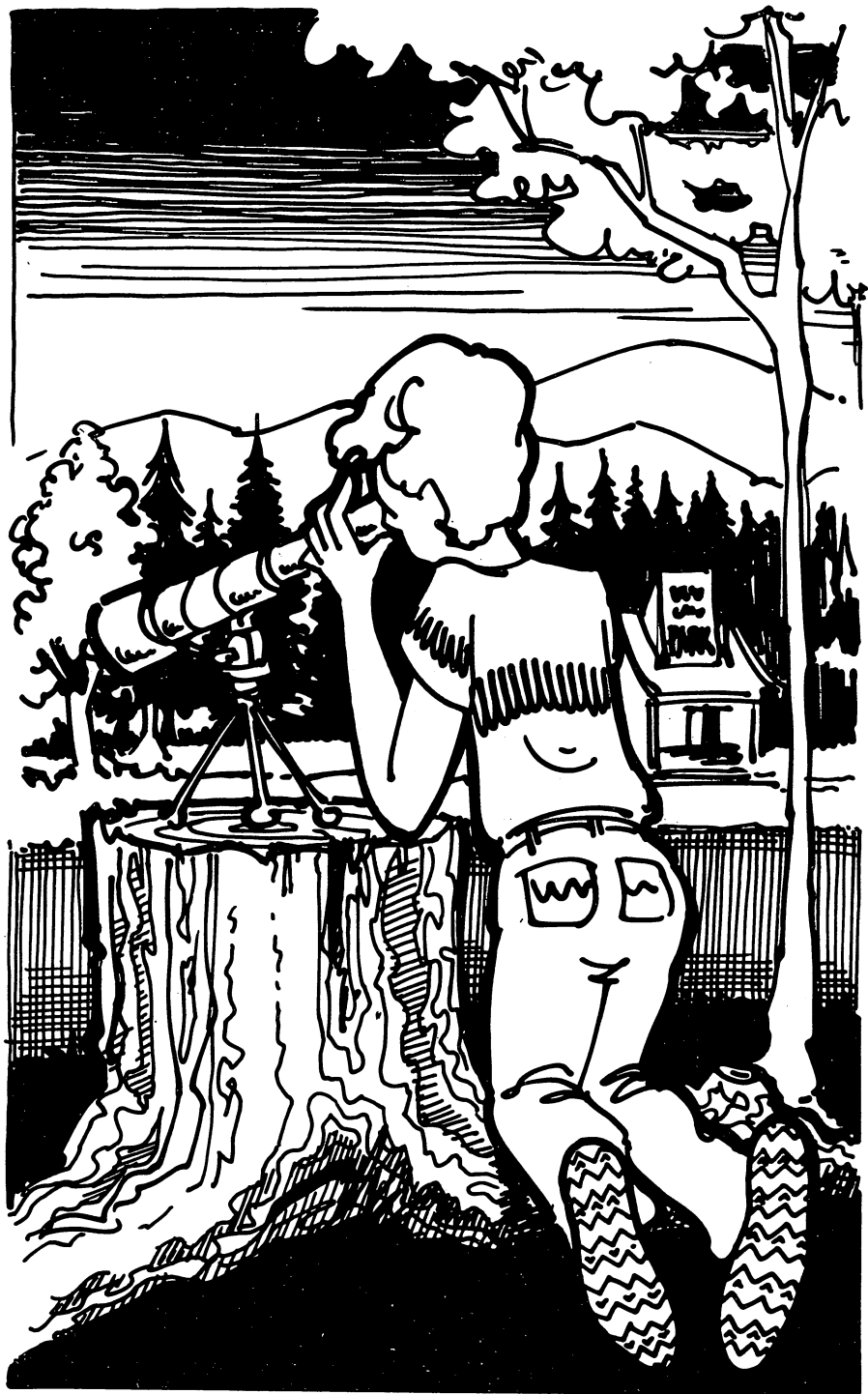
You try to sneak under the broken fence, but a security guard grabs you. He threatens to bring you to the police for having been in the park overnight. You explain about your interest in astronomy and show off your new telescope. The guard is kind, and lets you go.

"The park is closed today," he says. "There was an accident last night—a Rolls Royce skidded into the pond. They'll be lifting it out today. Plenty of car company people will be swarming around like bees."

The guard goes on to tell you that the driver crashed because his brakes failed. "He was lucky to be able to jump out of the car before it took a dive. He'll sue the company and make a fortune—as soon as he gets out of the hospital."

You know that you must tell the car-company investigator what you saw. "That was no accident," you tell him, explaining what you saw through your telescope.

"I'd really like to believe you," he says. "You could save our company a lot of money. But who is going to believe the story of a kid who was illegally in the park at night? The man's lawyer would



make mincemeat of you in court. If you could only find some evidence to prove your story, I'd be really grateful."

The guard lets you back into the park and you walk toward the pond. Type in the program to see what is in the area.

NEW

```

15 PRINT "EEEEEEEEEEEEEE"
20 PRINT "E EATING E"
30 PRINT "E ONLY IN E"
40 PRINT "E PICNIC E"
50 PRINT "E AREA E"
60 PRINT "EEEEEEEEEEEEEE"
70 PRINT
80 PRINT "      OO "
90 PRINT "      O O"
110 PRINT "      O  O"
120 PRINT "      O NO O"
130 PRINT "      O BIKE O"
140 PRINT "O RIDING O"
150 PRINT "OOOOOOOOOOOOOO"
155 PRINT
160 FOR X = 1 TO 2000
170 NEXT X
180 PRINT "UUUUUUUUU"
185 PRINT "U      U"
190 PRINT "U NO U"
200 PRINT "U PETS U"
210 PRINT "U      U"
220 PRINT "UUUUUUUUU"
240 PRINT "      ????????????"
250 PRINT "      ?           ?"
260 PRINT "      ? NO      ?"
270 PRINT "      ? SMOKING ?"
280 PRINT "      ?           ?"
290 PRINT "      ????????????"
300 PRINT
310 PRINT "ONE OF THESE SIGNS"
320 PRINT "REMINDS YOU OF LAST NIGHT."
330 DIM A$(20)
340 DIM B$(20)

```

```
350 PRINT "WHAT SIGN GIVES YOUR THE CLUE?"
360 INPUT A$
370 LET B$ = "NO SMOKING"
380 IF A$ = B$ THEN GOTO 500
390 PRINT "NO, THINK AGAIN"
400 GOTO 350
500 PRINT "YES, THAT IS CORRECT"
510 PRINT "THE MAN WAS PUFFING A LONG"
520 PRINT "THIN CIGARETTE. YOU WILL"
530 PRINT "MENTION THAT TO THE CAR"
540 PRINT "COMPANY INVESTIGATOR."
550 PRINT "RETURN TO THE BOOK"
RUN
```

You look for the company investigator to tell him about the cigarette. Instead you find the accident victim's lawyer. He has heard about your story, and he is angry.

"No judge will believe you," sneers the lawyer. "You made up the story so everyone would forget that you were breaking the law by being in the park after dark."

Now you tell the lawyer about the man's smoking. "How would I know he was a smoker if I didn't really see him?" you say.

"Lots of people smoke," says the lawyer. "You could have seen the man in town and noticed that he was a smoker. That's no evidence at all."

The lawyer walks away.

You wander toward the pond again. Type in the program. See if you can find that vital piece of evidence that will make people believe your story.

NEW

```

10 PRINT "          UUUUUUUUUU"
20 PRINT "          U DUST U"
30 PRINT "          U BIN U"
40 PRINT "          UUUUUUUUUU"
50 PRINT "-----"
60 PRINT "HILLTOP"
70 PRINT "+++++"
80 PRINT "  PADDINGTON"
100 PRINT "    POND"
105 PRINT "      O O "
110 PRINT "+++++"
120 PRINT "////LEDGE//////"
150 PRINT "      ====="
160 PRINT "          BENCH"
170 PRINT "      ====="
180 DIM G$(20)
190 DIM F$(20)
200 PRINT "WHERE SHOULD YOU LOOK?"
210 INPUT F$
220 LET G$ = "TRASH CAN"
230 IF F$ = G$ THEN GOTO 270
240 PRINT "NO, THINK OF THE MAN"
250 PRINT "CALMLY SMOKING"
260 GOTO 200
270 PRINT "YES, YOU HAVE FOUND"
280 PRINT "THE RIGHT PLACE."
290 DIM H$(20)
300 DIM J$(20)
310 PRINT "WHAT IS IT THAT"
320 PRINT "YOU ARE LOOKING FOR?"
330 INPUT H$
340 LET J$ = "CIGARETTE"
350 IF H$ = J$ THEN GOTO 390
360 PRINT "THINK OF WHAT THE"
370 PRINT "MAN WAS SMOKING."
380 GOTO 310
390 PRINT "YOU JUST FOUND"
400 PRINT "SOLID PROOF."
410 PRINT "SINCE THE PARK WAS"
420 PRINT "CLEAN, THE LONG THIN"
430 PRINT "CIGARETTE IN"
440 PRINT "THE SILVER HOLDER"
450 PRINT "MUST BELONG TO"

```



```
460 PRINT "THE MAN."  
470 PRINT "THE POLICE LAB HAS"  
480 PRINT "CHECKED OUT THE"  
490 PRINT "FINGERPRINTS."  
500 PRINT "THE PRINTS MATCH."  
RUN
```

The police arrest the man. "The sign said NO SMOKING," whines the man. "And I *always* try to obey the law."

The police are not impressed. They send the man to jail. They warn you not to go in the park again after dark. The car company says you may use their private observatory for an even more spectacular view of the stars.

Stolen Software

You have just received a telephone call from the owner of OUR BYTE COMPUTER STORE. Six hundred boxes of computer software were stolen during last night's robbery. It's your job to investigate at the scene of the robbery.

The store manager tells you that the old locks on the warehouse doors were brittle and could easily be forced.

The saleswoman believes that more than one robber was involved because she saw different sizes of plimsol prints on the floor.

The cashier shows you where the cash register had been cracked open during the robbery. Some heavy tool had been used to break open the machine.

The night watchman describes the strange dream he had about a burglar with a scar on her left cheek and bright red, curly hair.

The caretaker tells you that security is poor at the store. He says that a burglar alarm could have prevented the robbery.



The telephone is ringing. It's for you. Type in the program to see who is at the other end of the line.

```
NEW
 4 DIM M$(20)
 5 DIM C$(20)
 6 DIM D$(20)
 7 DIM B$(20)
10 PRINT "WHO IS CALLING YOU?"
30 INPUT C$
50 LET B$ = "CASHIER"
60 LET D$ = "OWNER"
70 IF C$ = D$ THEN GOTO 100
80 PRINT
90 PRINT "NO, THAT IS NOT RIGHT."
95 GOTO 10
100 PRINT "YES, YOU ARE RIGHT."
110 PRINT "WHAT A GREAT GUESS"
120 PRINT "YOU MADE, UNLESS YOU"
130 PRINT "PEEKED."
150 PRINT "BEFORE YOU GET A"
160 PRINT "CHANCE TO SOLVE THE"
170 PRINT "CRIME, THE OWNER SAYS"
180 PRINT "THE POLICE CAUGHT"
190 PRINT "THE THIEVES, BUT THE"
200 PRINT "OWNER BLAMED SOMEONE"
205 PRINT "ELSE"
210 PRINT "FOR THE ROBBERY."
215 PRINT
217 DIM A$(20)
218 DIM E$(20)
220 PRINT "WHO GOT FIRED BY"
230 PRINT "THE OWNER?"
250 INPUT A$
270 LET M$ = "STORE CLERK"
280 LET E$ = "NIGHT WATCHMAN"
290 IF A$ = E$ THEN GOTO 350
300 PRINT "YOU GOOFED, SOMEONE"
310 PRINT "WAS NOT DOING WHAT"
320 PRINT "HE OR SHE WAS"
330 PRINT "GETTING PAID FOR."
340 GOTO 220
350 PRINT "INSTEAD OF WATCHING"
360 PRINT "FOR THE BURGLARS, HE"
```

```
370 PRINT "WAS BUSY DREAMING"
380 PRINT "ABOUT THEM. HE MUST"
390 PRINT "HAVE FALLEN ASLEEP"
400 PRINT "ON THE JOB. YOU ARE"
410 PRINT "CORRECT. THE BOSS"
420 PRINT "FIRED HIM."
430 PRINT
435 DIM U$(20)
437 DIM V$(20)
438 DIM T$(20)
440 PRINT "WOULD YOU LIKE THE"
450 PRINT "NIGHT WATCHMAN'S JOB?"
470 INPUT U$
490 LET T$ = "WHO, ME WORK"
500 LET V$ = "YES"
510 IF U$ = V$ THEN GOTO 550
520 PRINT "I GUESS YOU NEED"
530 PRINT "YOUR BEAUTY REST."
540 GOTO 590
550 PRINT "CONGRATULATIONS. NOW"
560 PRINT "STAY AWAKE ON THE"
570 PRINT "JOB."
580 PRINT
590 PRINT "THE END"
```

RUN

Dangerous Living

Pinehead Studios is filming a new movie called *Dangerous Living*. It is being made on location in the small town of Fansville. *Dangerous Living* is an action movie, with car-chase scenes and other dangerous stunts. Although the tall, muscular star of the movie, Jonathan Andrews, has spent months getting ready for the movie, he feels there is still more work to do. He will not be doing any of the dangerous stunts. Instead, he will focus on in-depth character studies. Jonathan Andrews takes his work seriously.

Newspapers have been running photographs of the movie actors. People are anxious to read about their expensive cars and habits. They are interested in every detail of the actors' lives. Many of the performers are getting tired of being followed by news hounds and fans.

On Tuesday, June 18th, the Gold Coast Savings Bank of Fansville is robbed. This fact may seem unrelated to the movie, but there is a connection. Mrs. Joyce Charles says that she was standing

outside the Gold Coast Savings Bank about 2:30 in the afternoon. She witnessed the robbery. And she saw the burglar pull off his mask afterward. She says that she saw the face of Jonathan Andrews, the actor.

The spokeswoman for Pinehead Studios insists that it would have been impossible for Jonathan Andrews to have had time to rob a bank. He had been working on that day. "And anyway," she adds, "why would a rich, famous movie star want to rob a bank? I think that Mrs. Joyce Charles has been reading too many newspaper articles about *Dangerous Living*. She just imagined she saw him."

The police are not sure whether to believe Mrs. Joyce Charles. The spokeswoman from Pinehead persuades the police to let you investigate the story before the newspapers get hold of it.

You speak with Jonathan Andrews. He denies knowing anything about the bank heist. He insists that his schedule would not have left him time to do anything but work that day. He points to the work schedule pinned to his dressing room wall.

"Does that look like the schedule of a man who has time to rob banks?" he asks.

Type in the program and check the actor's schedule for yourself. Then return to the book.

NEW

```

10 PRINT "JONATHAN ANDREWS"
20 PRINT "WORK SCHEDULE"
50 PRINT "9:30-12:00"
60 PRINT "MONDAY"
70 PRINT "FILMING CHARACTER"
80 PRINT "SCENES."
90 PRINT "TUESDAY"
100 PRINT "FILMING CHARACTER"
110 PRINT "SCENES."
120 PRINT "WEDNESDAY"
130 PRINT "FILMING CHARACTER"
140 PRINT "SCENES."
150 PRINT "12:15-1:30"
160 PRINT "LUNCH"
170 PRINT "2:00-5:00"

```

```

180 PRINT "MONDAY"
190 PRINT "FILMING FIRE STUNTS"
200 PRINT "TUESDAY"
210 PRINT "FILMING FIRE STUNTS"
220 PRINT "WEDNESDAY"
230 PRINT "FILMING CAR CHASE"
240 PRINT "STUNTS."
RUN

```

Afterward you go to the bank. There you interview bank employees who were on the job during the robbery. Not one of them had seen the face of the robber. All had seen the mask on his face. Two clerks had noticed that the robber was even taller than Gregory, the bank guard. Gregory's nickname is Stretch because he is so tall. Gregory fainted during the robbery, so he didn't recall anything.

At last you interview Mrs. Joyce Charles. She still insists that she watched the robbery from outside the bank window. She saw a tall man, wearing a mask, enter and rob the bank. As soon as he walked out into the street again, he pulled off his mask. She recognized the face of Jonathan Andrews.

"I didn't run for the police," she says. "I thought maybe he was rehearsing a part of the movie. I never forget a face. I just know the man was Jonathan Andrews."

The police ask you if Jonathan Andrews should be considered as a suspect for the bank heist. Type in the program to help you decide.

```

NEW
5 DIM A$(20)
6 DIM D$(20)
10 PRINT "DID JONATHAN ANDREWS"
20 PRINT "HAVE TIME TO ROB"
30 PRINT "THE BANK?"
45 INPUT A$
50 PRINT "OH YES, HE CERTAINLY"
60 PRINT "HAD THE CHANCE"
65 PRINT
67 DIM B$(20)

```



```
68 DIM C$(20)
70 PRINT "WHAT CLUE TELLS YOU"
80 PRINT "HE HAD SPARE TIME?"
90 PRINT "SPOKESWOMAN"
100 PRINT "SCHEDULE"
110 PRINT "JOYCE CHARLES"
120 PRINT "NEWSPAPER"
130 PRINT "PHOTOGRAPH"
140 PRINT "MONEY"
160 INPUT B$
180 LET D$ = "MONEY"
190 LET C$ = "SCHEDULE"
200 IF B$ = C$ THEN GOTO 230
210 PRINT "THAT IS NOT CORRECT."
220 GOTO 70
230 PRINT
240 PRINT "DEFINITELY. SOMETHING"
250 PRINT "ON THAT WORK"
260 PRINT "SCHEDULE WAS NOT"
270 PRINT "JONATHAN ANDREWS' JOB"
275 DIM E$(20)
277 DIM F$(20)
278 DIM H$(20)
280 PRINT "WHAT DID HE NOT HAVE"
290 PRINT "TO DO?"
300 PRINT "ACT"
310 PRINT "SPEECH"
320 PRINT "CHARACTER TRAITS"
330 PRINT "STUNTS"
350 INPUT E$
370 LET H$ = "SPEECH"
380 LET F$ = "STUNTS"
390 IF E$ = F$ THEN GOTO 420
400 PRINT "WRONG."
410 GOTO 280
420 PRINT "THAT IS RIGHT."
430 PRINT "JONATHAN ANDREWS DID"
440 PRINT "NOT DO HIS OWN"
450 PRINT "STUNTS. HE HAD THE"
460 PRINT "AFTERNOON TO ROB THE"
470 PRINT "BANK IF HE WANTED TO."
480 PRINT "HE WAS TALL JUST"
490 PRINT "LIKE THE THIEF."
500 PRINT
505 DIM I$(20)
507 DIM J$(20)
510 PRINT "SHOULD HE BE A"
```



```
520 PRINT "SUSPECT IN THE BANK"
530 PRINT "HEIST?"
550 INPUT I$
570 LET J$ = "YES"
580 IF I$ = J$ THEN GOTO 650
590 PRINT "YOU HAVE BEEN DOING"
600 PRINT "YOUR INVESTIGATING"
610 PRINT "WITH YOUR EYES"
620 PRINT "CLOSED AGAIN"
630 PRINT "YOU ARE FIRED."
640 GOTO 700
650 PRINT "YOU ARE ABSOLUTELY"
660 PRINT "RIGHT. HOLY COW"
670 PRINT "YOU DESERVE A RAISE."
680 PRINT
700 PRINT "THE END"
RUN
```

When the police question Jonathan Andrews again, he admits to the crime. He gives the money back to the bank.

"I had to find out what it's like to rob a bank in real life," he says. "I never meant to keep the money—I don't need it. I just want to be a good actor."

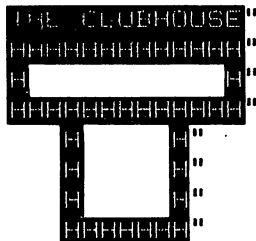
Jonathan Andrews has lost some fans in Fansville.

The Clubhouse

There is a big problem at this clubhouse. Type in the program for a look at the clubhouse.

NEW

```
10 PRINT "
15 PRINT "
20 PRINT "
30 PRINT "
40 PRINT "
50 PRINT "
60 PRINT "
70 PRINT "
90 PRINT
95 PRINT
100 PRINT "OOPS, THE DOORBELL"
110 PRINT "  IS RINGING."
120 PRINT "GO BACK TO THE BOOK"
130 PRINT "TO SEE WHO IT IS."
```



You open the door and find Bruce, his clothes dripping wet from the rain that has been falling all day. He tells you he is upset because his clubhouse has been taken over by the Forster Gang. When he asked them to leave, Chad Forster told him to “—get out, OR ELSE!”

Throwing on your tan raincoat and grabbing your lucky umbrella, you follow Bruce to the clubhouse. Chad Forster is lying on a bench watching his friends play cards.

“Didn’t I tell you to get lost?” shouts Chad Forster.

Two gang members leap up and stand beside him.

An argument begins. Chad Forster insists that he built the clubhouse as a surprise for his pals. Bruce claims that he built it as a getaway place to do his work. You hear two different stories, and wonder which one is correct.

“I’ve been building this clubhouse for three weeks. I just put the roof on yesterday,” says Chad. “It was sunny yesterday, so I worked on it until five o’clock. I came back this morning and found Bruce inside. I told him to get lost because it belongs to us, but he wouldn’t listen.

“You are lying,” says Bruce. “I finished the inside of the clubhouse last week, but I didn’t have any wood for the roof. This morning I found a heap of shingles at the dump and brought them here. I started hammering them on this morning and finished around noon. I went home for lunch. When I got back I found that this gang had taken over my clubhouse.”

You decide to question the Forster gang. As you step inside, you slip on the mat. Your new wallet falls from your pocket. Your paper money is scattered all over the floor. Chad helps you up, and Bruce picks up the money. The money is dry and clean, so you put it back into your new wallet.

Now you start questioning the gang members. Not one of them helped Chad to build the clubhouse. It was a real surprise to see it. “And to think that he built it with his own two hands!” says one of the gang admiringly.

Who really built the clubhouse? Type in the program to see if your guessed right.



NEW

```
70 DIM F$(20)
75 DIM A$(20)
80 DIM C$(20)
95 DIM B$(20)
100 PRINT "WHO BUILT THE"
110 PRINT "CLUBHOUSE?"
130 INPUT A$
150 LET B$ = "CHAD"
160 LET C$ = "BRUCE"
170 IF A$ = B$ THEN GOTO 200
180 PRINT "YOU MISSED AN"
190 PRINT "IMPORTANT CLUE."
199 GOTO 100
200 PRINT "OUR FRIEND BRUCE IS"
210 PRINT "SURPRISED THAT YOU"
220 PRINT "DO NOT BELIEVE HIM."
225 DIM D$(20)
228 DIM E$(20)
230 PRINT "WHAT IS THE EVIDENCE?"
234 PRINT "PLAYING CARDS"
236 PRINT "TAN RAINCOAT"
237 PRINT "PAPER MONEY"
238 PRINT "GETAWAY PLACE"
239 PRINT "HEAP OF SHINGLES."
240 INPUT D$
260 LET F$ = "TAN RAINCOAT"
270 LET E$ = "PAPER MONEY"
280 IF D$ = E$ THEN GOTO 310
290 PRINT "TRY AGAIN"
300 GOTO 230
310 PRINT "HAD BRUCE WORKED ON"
320 PRINT "THE CLUBHOUSE ALL"
330 PRINT "MORNING. THE FLOOR"
340 PRINT "WOULD HAVE BEEN WET"
350 PRINT "BUT THE PAPER MONEY"
360 PRINT "WAS CLEAN AND DRY. A"
370 PRINT "ROOF HAD TO BE PUT"
380 PRINT "ON BEFORE THE RAIN."
390 PRINT "THE CLUBHOUSE"
400 PRINT "BELONGS TO"
410 PRINT "THE FORSTER GANG"
RUN
```

The Accident

You are just about to set the table when the telephone rings. It's Detective Darren Scott. He needs your expert opinion about a three-car accident across town. The only eyewitnesses are the three drivers involved and each one is telling a different story.

You put your turkey back in the oven and mutter, "Why can't I have a normal Christmas Day dinner, like everyone else?"

When you arrive at the scene of the accident, Detective Darren Scott extends his hand in greeting and thanks you for coming. You examine the accident scene. Type in the program to see it.

NEW

```

10 PRINT
20 PRINT "00000 TRAFFIC"
30 PRINT "O O LIGHTS"
40 PRINT "O O O"
50 PRINT "00000"
60 PRINT "O O"
70 PRINT "O O O"
80 PRINT "00000"
85 PRINT " O "
90 PRINT " O"
100 PRINT
120 PRINT "-----"
130 PRINT "*CAR* +BLUE+ =TRUCK="
140 PRINT " VAN OO OO"
150 PRINT "-----"
155 GOTO 180
160 PRINT "I CALL MY CAR BABY BECAUSE IT"
170 PRINT "HAS SO MANY RATTLES"
180 PRINT "GO BACK TO THE STORY"
RUN

```

While you examine each vehicle, Bump Wilson gives his version of what happened. "I had stopped at the traffic light in my brown car. I reached down for my road map for a split second. There was a blue van behind me. Suddenly it started to move and it smashed into me. The light hadn't even changed yet!"

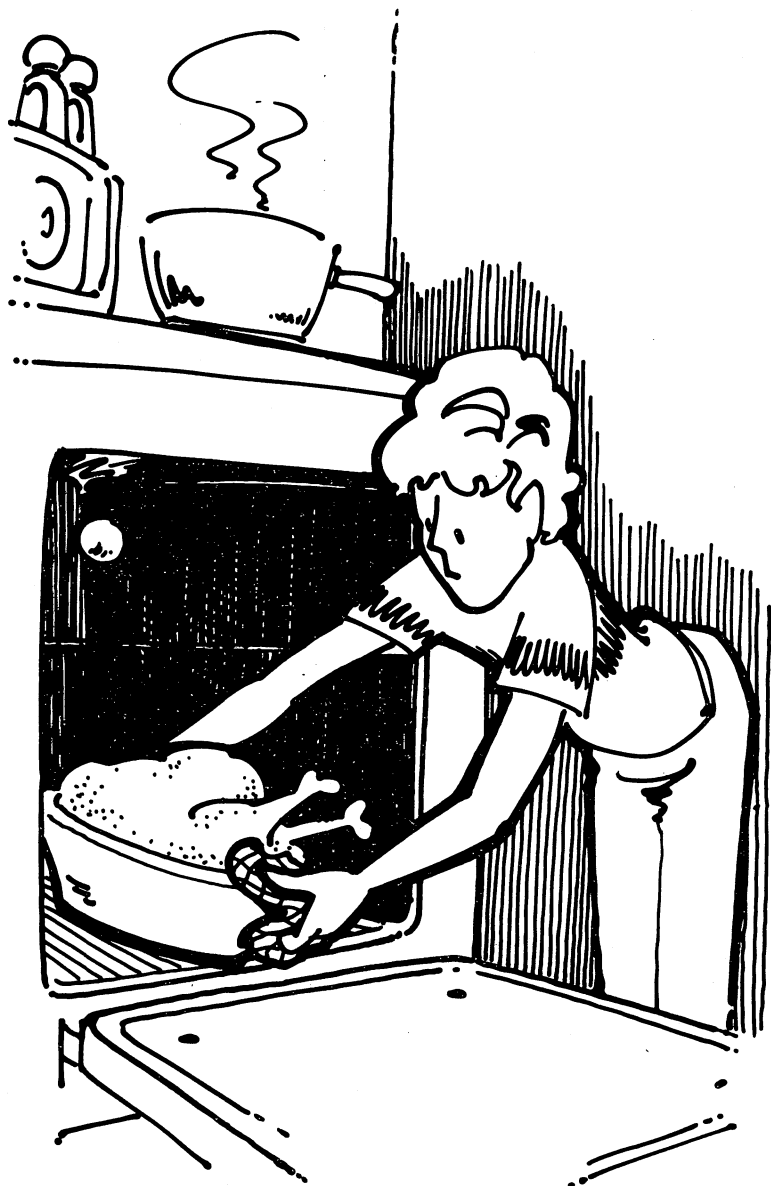
The driver of the blue van is Hugh Slowpoke.

"I was in the correct lane, minding my own business. A postman in a post office truck was moving slowly along and blocking my view. I couldn't see a thing. Suddenly that black truck pulled out from a parking place without looking and hit me in the rear, pushing me forward."

Spider Webb was the driver of the black truck. "I parked my truck for two minutes, just to buy a newspaper. Before I pulled out of the parking space, I put my arm out the window to signal. The blue van was directly in front of me. Suddenly it backed up and

smashed into my windshield.”

Everyone looks at you for your opinion. You have considered all the facts. Who do you think caused the accident? Type in the program to find out if you are right.



NEW

```
10 DIM D$(20)
20 DIM E$(20)
30 DIM F$(20)
40 PRINT "WHO MUST BE LYING?"
50 INPUT D$
60 LET F$ = "MAC DONALD"
70 LET E$ = "HUGH SLOWPOKE"
80 IF D$ = E$ THEN GOTO 140
90 PRINT "THAT IS NOT RIGHT."
100 PRINT "A POSTMAN"
110 PRINT "WOULD NOT BE WORKING"
120 PRINT "ON THAT DAY."
130 GOTO 40
140 PRINT "THAT IS CORRECT. YOU"
150 PRINT "KNOW THAT A MAIL"
160 PRINT "TRUCK COULD NOT HAVE"
170 PRINT "BEEN BLOCKING HIS"
180 PRINT "VIEW BECAUSE MAIL IS"
190 PRINT "NOT DELIVERED ON"
200 PRINT "CHRISTMAS DAY."
```

RUN

The Fifteenth Robbery

When you read the morning newspaper, you always take special notice of robberies because you are in the insurance business. Today's robbery has made front-page headlines. What makes this robbery so important? Type in the program to see.

NEW

```
10 PRINT "XXXXXXXXXXXXXXXXXXXXX"
20 PRINT "XLONDON DAILY NEWSX"
30 PRINT "XXXXXXXXXXXXXXXXXXXXX"
40 PRINT "ROCK STAR GARY STONE"
50 PRINT "ROBBED AGAIN."
60 PRINT "ON THE 15TH DAY OF"
70 PRINT "SEPTEMBER AT 15 KING"
80 PRINT "DRIVE, FAMOUS ROCKER"
```

```

90 PRINT "GARY STONE'S 15TH"
100 PRINT "FLOOR FLAT WAS"
110 PRINT "ROBBED FOR THE 15TH"
120 PRINT "TIME THIS YEAR. A"
130 PRINT "TOTAL OF 15 ITEMS"
140 PRINT "OF JEWELRY AND FURS"
150 PRINT "WERE STOLEN. STONE"
160 PRINT "NO LONGER CONSIDERS"
170 PRINT "15 HIS LUCKY NUMBER."
RUN

```

Since you own the company that insures Mr. Stone's belongings, you feel that a visit with the rock singer would be in order.

You are welcomed by Mr. Stone, who shows you around his magnificent flat. If you'd like to see the inside of a rock singer's flat, type in this program.

NEW

```

4 DIM B$(20)
5 DIM B$(20)
10 PRINT "===== *****"
20 PRINT "KITCHEN          ART"
30 PRINT "=====          ROOM"
40 PRINT "          *****"
50 PRINT "/////  SSSSSSSSSSS"
60 PRINT "CARD          STUDIO"
70 PRINT "ROOM  SSSSSSSSSSS"
80 PRINT "/////"
90 PRINT ">>>>>>>>>>>>"
100 PRINT "HEALTH CLUB"
110 PRINT ">>>>>>>>>>>>"
120 PRINT "          VVVVVVVVVVVVVVV"
130 PRINT "          LIVING ROOM"
140 PRINT
150 PRINT "          VVVVVVVVVVVVVVV"

```

```

160 PRINT "COUNT ROOMS WHILE WAITING "
170 FOR X = 1 TO 2000
180 NEXT X
190 PRINT "+++++++ #####"
200 PRINT "GAME          ART"
210 PRINT " ROOM          ROOM"
220 PRINT "+++++++ #####"
222 PRINT "SITTING DOGS CHAIR"
223 PRINT " ROOM          ====="
260 PRINT "+++++++ BEDROOM"
270 PRINT "          SUITE"
280 PRINT "          ====="
290 PRINT
300 PRINT "THERE WAS ANOTHER DOOR THAT LED"
310 PRINT "TO THESE ROOMS."
320 PRINT "COUNT THE ROOMS WHILE WAITING"
325 FOR X = 1 TO 2000
330 NEXT X
340 PRINT "00000000 ++++++++"
350 PRINT "BATHROOM  COMPUTER"
360 PRINT "          ROOM"
370 PRINT "00000000 ++++++++"
380 PRINT
390 PRINT "????????? BBBB BBBB"
400 PRINT " GUEST    POOL ROOM"
410 PRINT " ROOM    BBBB BBBB"
420 PRINT "?????????"
430 PRINT "XX          XX"
440 PRINT "XX          XX"
450 PRINT "XX DINING ROOM XX"
460 PRINT "XXXXXXXXXXXXXXXXXXXX"
490 PRINT "HOW MANY ROOMS ARE IN MR. STONES"
500 PRINT "FLAT?"
510 INPUT A$
520 LET B$ = "15"
530 IF A$ = B$ THEN GOTO 630
540 PRINT "COUNT AGAIN. BE MORE CAREFUL"
550 PRINT "REMEMBER TO KEEP YOUR EYES"
560 PRINT "OPEN THIS TIME. MAKE SURE"
570 PRINT "YOU COUNT ONLY ROOMS."
590 FOR X = 1 TO 2000
600 NEXT X
610 GOTO 10
620 PRINT "OF COURSE THERE ARE"
630 PRINT
640 PRINT
660 PRINT "MR. STONE WOULD NOT HAVE IT ANY"

```

670 PRINT "OTHER WAY"

690 PRINT "GO BACK TO THE BOOK"

RUN

Gary Stone is sure that the burglar must have slipped past building security checkpoints from the outside, but you decide to question the neighbors inside the building. Gary Stone politely gives you permission to do so.

Jared Andrews, the well-known comedian, answers the doorbell of Flat 23. "The thief certainly didn't come from this floor," he says. "How can you be so sure?" you ask. "Well, that was the night I put a bucket of confetti over the hall door, hoping to give my neighbor a paper bath. Nobody came in that night. I was in a rush the next morning and didn't bother to look up. I'm still picking confetti from in between my dandruff," laughed Jared Andrews.

Tennis pro, Tom Laurett, lives in Flat 35. "I wish I could help you, but I was too busy trying to get myself a meal to notice any sounds in the building," he says. "After I won the tournament, I was starving for a hot, home-cooked meal. When I got home I found the electricity was off, so I couldn't cook anything. I had to settle for a marmalade sandwich that night!"

Flat 68 is occupied by Robert Rose. He comes to the door clutching his head. You ask about the robbery, but he doesn't seem very interested. "Listen to that woman upstairs," he groans. "She never stops playing her miserable fiddle. I hate stringed instruments. They're bad for my nerves. How could I hear a robbery with that loud violin playing upstairs? The only time I got any rest was that night when the lights went out. Every time the lights flickered, the music stopped. When the power finally went out altogether, the music stopped for a long time. What a relief that was! Thank goodness for electrical problems. Sorry I can't help you!"

Violin player, Josephine Marche of the Palace Orchestra, is practicing in Flat 78. "I know nothing about the robbery," says the musician. "I was practicing. I have to be absolutely perfect, you know, because we don't use sheet music at the Palace." She closed her eyes and played a few bars. "The neighbors probably heard me.



The man downstairs usually bangs a broom on the ceiling when he can't stand it any longer. But I just close my eyes and concentrate so deeply that I'm hardly aware of anything around me."

Actor Aaron Lawrence is about to leave Flat 57 when you ask him about the robbery. He invites you into his apartment. You notice two candles on the dining table. "I see you were prepared for the power failure," you say. Lawrence explains, "My wife and I were celebrating our anniversary that night with a candlelight dinner: cold chicken and potato salad! I didn't even find out about the electricity problem until I saw the papers the next morning. I'm late for a filming, must go now!"

One of these people is not telling the truth. Type in the program to see who the burglar is.

NEW

```

10 PRINT "SOMEONE SNEAKED OUT TO ROB THE"
20 PRINT "STONE FLAT"
30 DIM M$(20)
40 DIM N$(20)
50 PRINT "WHO IS THE THIEF"
60 INPUT M$
70 LET N$ = "JOSEPHINE MARCHE"
80 IF M$ = N$ THEN GOTO 140
90 PRINT "THAT IS NOT RIGHT. HERE IS A"
100 PRINT "CLUE. THINK OF THE FIDDLE MUSIC"
110 PRINT "THAT STOPPED WHEN THE"
120 PRINT "POWER FAILED."
130 GOTO 50
140 PRINT "A FIDDLE DOES NOT USE"
150 PRINT "ELECTRICITY. A MUSICIAN DOES"
160 PRINT "NOT NEED TO SEE HIS STRINGS."
170 PRINT "IF THE MUSIC STOPPED WITH THE"
180 PRINT "POWER, MUSIC MUST HAVE COME"
190 PRINT "FROM SOMETHING ELECTRIC. THE"
```

```

200 PRINT "FIDDLER USED A TAPE RECORDER TO"
210 PRINT "MAKE IT SOUND AS THOUGH SHE WAS"
220 PRINT "PRACTICING. THE NEXT DAY GARY"
230 PRINT "STONE MADE THE HEADLINES AGAIN"
250 PRINT "* LONDON DAILY NEWS *"
260 PRINT "*****"
270 PRINT "WHO ELSE WOULD DARE TO ROB GARY"
280 PRINT "STONE'S FLAT BUT A PERSON WHOSE"
290 PRINT "FLAT NUMBER ADDED UP TO 15???"
300 PRINT "AND WHOSE NAME HAS 15 LETTERS."
RUN

```

The Auction

The Society of the Preservation of Odd Animals was supposed to inherit a fortune when Stanley Tipton died. Tipton left directions in his will that the Society was to get the proceeds from the sale of the valuable diamonds hidden in his safe.

It was also Stanley Tipton's wish that his collection of rare stuffed animals be sold at auction. However, he felt it only fair to offer his employees the choice of a gift before the auction began.

It may seem strange that Mr. Tipton should think his employees might be interested in owning any of his stuffed animals. But then, Stanley Tipton had many peculiar ways. For instance, he hired only women, and he insisted that each employee should learn as much as she could about his collection. Mr. Tipton was very interested in natural—and unnatural—history.

Here are the names and functions of Tipton's employees: Gloria, the housekeeper; Lisa, the cook; Kathleen, the groundskeeper; Susan, Tipton's cousin and secretary; and Beatrice, the butler.



Within weeks of working at Tipton's mansion, the cook had become an expert on the feeding habits of insects and mammals.

The housekeeper, Gloria, became so involved in natural history that she often traveled on expeditions with Tipton.

After hours, the groundskeeper lectured on rare animals at the local university.

Tipton was a very careful man. He had installed the most elaborate alarm devices available to protect his rare collection. The alarms were wired to the police station and could be turned off only with the assistance of the police. This alarm system assured Tipton that no part of his collection could leave the house without his knowledge. Of course, people could come and go, but nothing could be removed from the house without blasting off the sirens.

All of Tipton's employees knew where the safe was hidden and what was inside. They also knew all about the security system.

But in spite of the alarm system, the diamonds disappeared from the safe just before the auction! The Society would lose a vast fortune; they would gain only the proceeds from the auction.

As an alert detective from the police station, you figure that the diamonds must still be in the house, since no alarm went off.

But where are they? You start to investigate.

There are two major collections at the Tipton mansion. Type in the program to view THE RARE INSECT EXHIBIT. Then return to the book.

NEW

```

20 PRINT "RARE INSECT EXHIBIT"
30 PRINT "+++++"
40 PRINT "$$$$ ANTS $$$"
50 PRINT "--FLIES--"
60 PRINT "    ?? BEETLES ??"
80 PRINT "((( BEES )))"
90 PRINT "...WASPS..."

```

```

100 PRINT
110 PRINT "          --TERMITES--"
120 PRINT
130 PRINT "+++ MOSQUITOES +++"
140 PRINT "(( BUTTERFLIES ))"
150 PRINT "          ** GNATS **"
160 PRINT "+++++"

```

RUN

The RARE MAMMAL COLLECTION occupies another huge suite. On the day of the auction it contains: a pair of miniature spotted elephants, two rainbow-striped dogs, one green-toothed whale, a pair of tailless tigers, two curly-feathered ducks, two whiskerless cats, and a pair of long-necked rats.

The Tipton mansion is closed for a few days after the funeral. The employees take turns and come in to supervise while the auctioneers come in to make notes.

The mansion reopens on the day of the auction. The atmosphere is tense as you and the outside collectors wait for the favored employees to make their choices.

Not one of the employees wants an oddity from the Insect Collection.

Now everyone looks at the RARE MAMMAL CASE.

Gloria wants the pair of whiskerless cats, because she was with Tipton on the expedition that located them. She also knows that if ever she should decide to sell, there are several other collectors who would pay a high price for the strange twosome.

Kathleen, the groundskeeper, wants the green-toothed whale for her students to study more carefully. The university has promised her a huge glass tank, well protected, in which to display the whale. It is a very valuable whale. Kathleen figures that it's the only one of its kind ever found on this planet.

Lisa, the cook, wants only one of the spotted miniature elephants. She jokes that the pair became spotted from eating too many polka-dotted leaves.

Susan, Tipton's cousin, wants the two curly-feathered ducks.

Although she spent much time with Tipton as his secretary, she never became really knowledgeable about the oddities. However, she explains to the others, the ducks would blend in beautifully with the decor of her stone fireplace.

Beatrice, the butler, wants one of the long-necked rats. She says that it reminds her of Stanley Tipton.

Now all of the five employees have made their choices. They are free to leave.

Which of the five employees is about to walk out with the diamonds?

Type in the program to see if you guessed correctly.

NEW

```

10 PRINT "YOU TELL THE POLICE"
20 PRINT "TO WAIT AT THE"
30 PRINT "AUCTION DOOR."
35 DIM A$(20)
37 DIM B$(20)
40 PRINT "WHO SHOULD THEY"
50 PRINT "ARREST?"
70 INPUT A$
90 LET B$ = "SUSAN"
100 IF A$ = B$ THEN GOTO 150
110 PRINT "YOU ARE ARRESTING"
120 PRINT "THE WRONG PERSON."
130 PRINT "TRY AGAIN."
140 GOTO 40
150 PRINT "YOU FIGURED OUT WHO"
160 PRINT "DID IT. SINCE NOTHING"
170 PRINT "COULD LEAVE THE"
180 PRINT "HOUSE WITHOUT"
190 PRINT "SETTING OFF ALARMS."
200 PRINT "THE THIEF MUST HAVE"
210 PRINT "BROUGHT SOMETHING"
220 PRINT "INSIDE. THEN SHE"
230 PRINT "STUFFED IT WITH"
240 PRINT "DIAMONDS. "
245 DIM C$(20)
247 DIM D$(20)
250 PRINT "WHAT DID THE THIEF"

```

```
260 PRINT "INTEND TO BUY AT"
270 PRINT "THE AUCTION?"
290 INPUT C$
310 LET D$ = "DUCKS"
320 IF C$ = D$ THEN GOTO 340
330 PRINT "TRY AGAIN. LOOK BACK"
335 PRINT "IN THE STORY."
337 GOTO 250
340 PRINT "ALL THE TIME YOU"
350 PRINT "KNEW THAT IT HAD TO"
360 PRINT "BE HER. SHE WAS THE"
370 PRINT "ONLY ONE WHO KNEW"
380 PRINT "SO LITTLE ABOUT"
390 PRINT "ANIMALS."
395 DIM E$(20)
397 DIM F$(20)
400 PRINT "DUCKS COULD NOT HAVE"
410 PRINT "BEEN A PART OF THAT"
420 PRINT "EXHIBIT BECAUSE"
430 PRINT "BIRDS ARE NOT....."
440 INPUT E$
470 LET F$ = "MAMMALS"
480 IF E$ = F$ THEN GOTO 560
490 PRINT "TRY AGAIN"
500 PRINT "THINK OF THE NAME OF"
510 PRINT "THE EXHIBIT THAT ALL"
520 PRINT "OF THE ANIMALS WERE"
530 PRINT "PART OF. DUCKS OR"
540 PRINT "BIRDS DO NOT FIT"
555 PRINT "BECAUSE"
557 GOTO 430
560 PRINT "MR. TIPTON WOULD HAVE"
570 PRINT "BEEN PROUD OF YOUR"
580 PRINT "PERFECT THINKING."
590 PRINT "YOU KNEW SHE MUST"
600 PRINT "HAVE PUT THEM IN"
610 PRINT "THE EXHIBIT AFTER"
620 PRINT "THE MANSION CLOSED."
```

RUN

Who Did It?

For the third time this month, the Tribeca Square Flats have been robbed. Each time the security guard has been fired for not preventing the robbery.

You are the new security guard. Another robbery has just taken place. You will lose your job unless you find the thief.

This time a stereo and tape deck were stolen, along with a gold ring and a watch. You were the sole person near the only open door to the building. You are certain that no stranger entered the building on the day of the robbery. You believe that the burglar is one of the tenants in the building.

First you go to the flat that was robbed. You learn that Marsha Cross left her flat only once that day to do her laundry. She insists that the only people who could know that fact are her neighbours and the people who live near the laundry room. Type in the map to learn who could have seen Marsha.

NEW

```

10 PRINT "          UUUUU S"
20 PRINT "CHARLES UUUUU T"
30 PRINT "CHASE          E"
40 PRINT "FLAT    LAUNDRY F"
50 PRINT "                ROOM S"
60 PRINT "MARSHA'S"
79 PRINT "    FLAT    GRIFFIN"
80 PRINT "                FLAT"
90 PRINT " MARY"
100 PRINT " ASTOR"
110 PRINT " FLAT    PAT LEE"
120 PRINT "                FLAT"
140 PRINT "JERI"
150 PRINT "FINT'S"
160 PRINT "FLAT"
170 PRINT "RETURN TO THE BOOK"
RUN

```

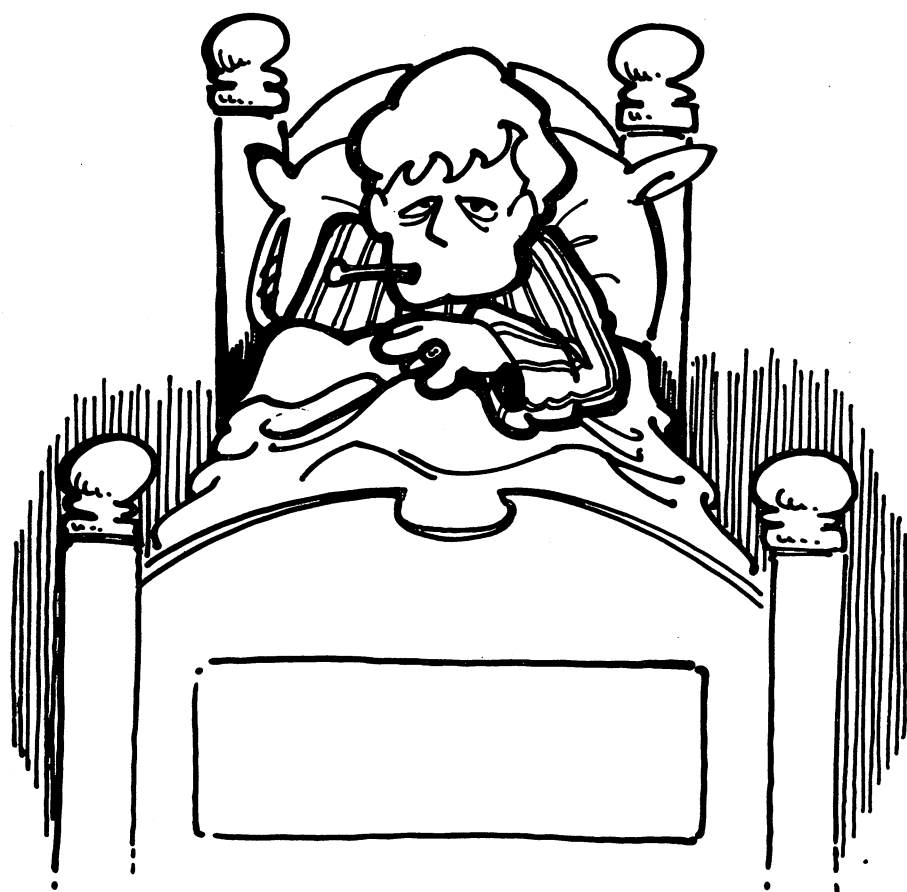
Michael Griffin is a teenager. He lives with his aunt. Michael goes to school and also has a part-time job at a grocery store. On the day of the robbery Michael is at home with an upset stomach. When you visit him, he is wearing a gold ring, with the initials, M.G., on his right hand. Michael invites you in. The air conditioning feels wonderful on this hot, sticky, summer afternoon. "I've been resting here all day," says Michael. "The air conditioning makes so much noise I can't hear a thing!"

You leave Michael and knock on Jeri Fint's flat door. Jeri lives alone. She is slow to answer the door. She apologizes for taking so long.

"Your knocking just woke me up. I've been napping for the last two hours," she says. "It's so hot!"

Jeri Fint says she knows nothing about the robbery.

You start to leave. You accidentally knock over a glass of iced tea on the kitchen table. The tea spills onto the floor. The big ice cubes roll over the floor. To make matters worse, you slip on the ice cubes



and fall. As you help to clean up the mess, you apologize. You feel embarrassed—who wouldn't?

When Charles Chase answers the door he says, "Yes, I saw Marsha Cross—she stopped in to return some laundry detergent."

Charles Chase doesn't seem surprised when you tell of the robbery. "The same thing happened last week when one of her friends went to the laundry room. It was the lady in 3B, Mary Astor," recalls Charles.

Pat Lee says she knows nothing about the robbery, but she did notice Charles Chase talking to Marsha around two o'clock that day.

One of these people is not telling the truth. Type in the program to find out, "Who Did It?"

NEW

```

5  DIM F$(20)
6  DIM G$(20)
7  DIM C$(20)
10 PRINT "WHO DID NOT TELL THE"
20 PRINT "TRUTH?"
40 INPUT F$
60 LET C$ = "CHARLES CHASE"
70 LET G$ = "JERI FINTS"
80 IF F$ = G$ THEN GOTO 130
90 PRINT "THAT WAS THE TRUTH,"
100 PRINT "THE WHOLE TRUTH AND"
110 PRINT "NOTHING BUT THE TRUTH."
120 GOTO 10
130 PRINT "YOU GUESSED RIGHT"
140 PRINT "THAT JERI FINTS LIED"
142 DIM A$(20)
144 DIM B$(20)
146 DIM D$(20)
150 PRINT "WHAT WAS THE CLUE?"
170 PRINT "TWO HOURS"
180 PRINT "ICED TEA"
190 PRINT "GOLD RING"
200 PRINT "FLOOR"
210 PRINT "COMPUTER"
230 INPUT A$

```

```
250 LET D$ = "TWO HOURS"  
260 LET B$ = "ICED TEA"  
270 IF A$ = B$ THEN GOTO 300  
280 PRINT "GIVE IT ANOTHER TRY"  
290 GOTO 150  
300 PRINT "YOU GOT IT . IF JERI"  
310 PRINT "FINTS WAS REALLY"  
320 PRINT "NAPPING FOR TWO"  
330 PRINT "HOURS ON A HOT"  
340 PRINT "SUMMER AFTERNOON,"  
350 PRINT "HOW COULD THE"  
360 PRINT "ICE CUBES STILL"  
370 PRINT "BE IN THE GLASS?"  
375 PRINT "THEY WOULD HAVE MELTED."  
380 PRINT "YOU ARE A"  
390 PRINT "GOOD DETECTIVE."
```

RUN

The Missing Camp Counselor

You are a private investigator. You receive a call from the director of Camp Chambers. One of the camp master, Mark Ericson, has disappeared.

“There’s a reward for you if you can find him,” says the camp director. He meets you at the gate. “We run a fine camp here. We specialize in swimming and in acting. We have a great Olympic-size pool and a very good stage.”

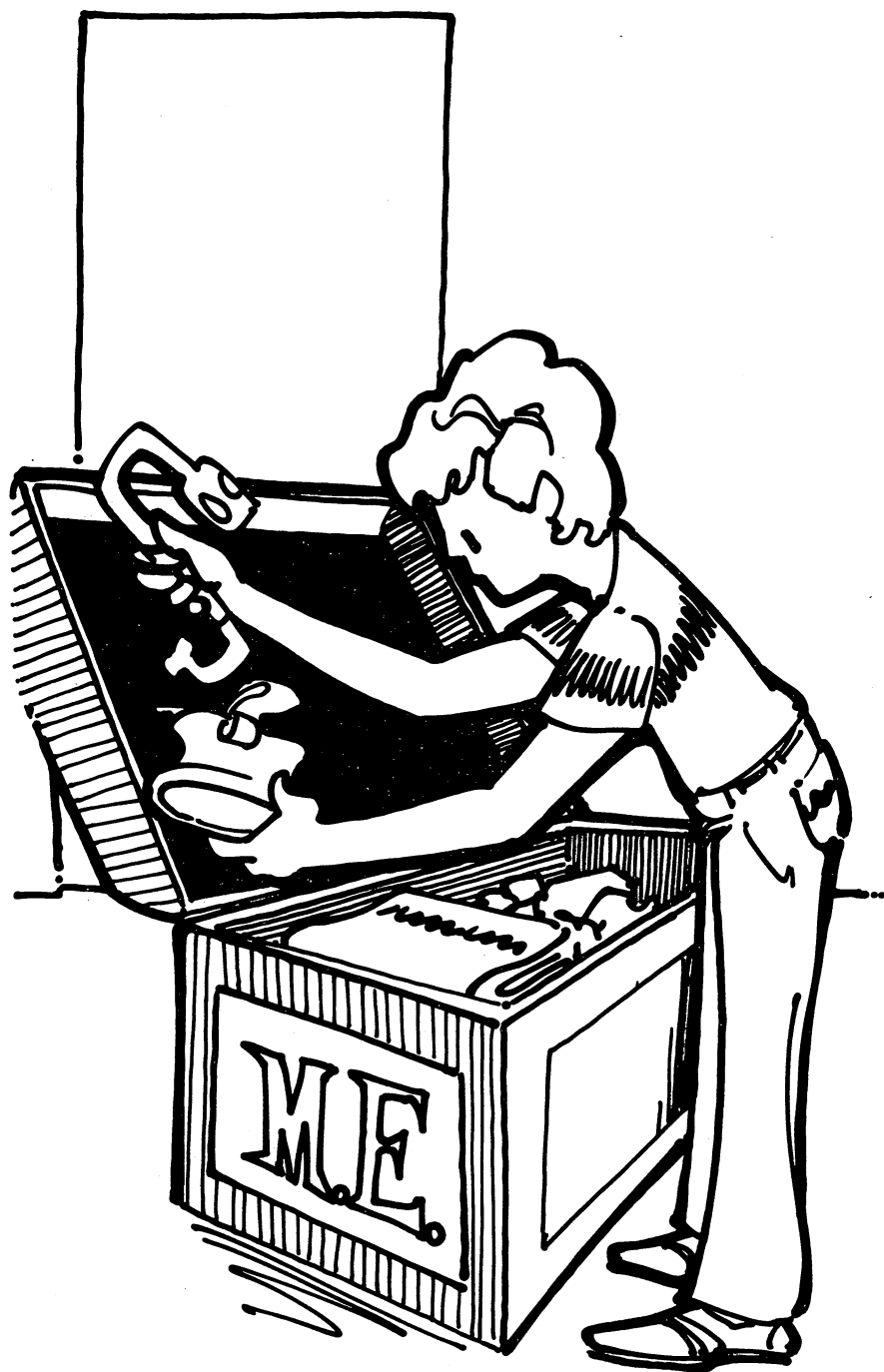
The director leads you toward Mark Ericson’s bunk.

“Mark’s group of kids is very upset about his disappearance. So are we all. I hope you can find him,” says the director.

You check through Mark’s belongings but there are no clues.

You decide to question the youngsters in his group.

David cries because he misses Mark so much. “Mark would never miss the Sports Meet. Something terrible must have



happened to him!"

"When did you last see him?" you ask the group.

"He was on his way to the pool last night, to practice for the swim event," said Donna. "He never returned—not even to get dry clothes."

The group's other master, Mary, said, "Mark was the fastest swimmer at the camp. His group always won the swimming event at the Sports Meet. If he doesn't show up to compete on Monday, a rival team, the Bugles, will take the trophy."

"Maybe the Bugles got someone to take Mark for a long drive—at least until the Sports Meet is over," said Donna.

You head toward the olympic-size pool looking for clues. There are no signs of Mark around the pool. This is all you see. Type in the program.

NEW

```

10 PRINT "+++++"
30 PRINT "+"
40 PRINT "+    PICCADILLY"
50 PRINT "        TRAIL"
60 PRINT "  ++++++"
70 PRINT "        ++++++"
80 PRINT "+    OLYMPIC    +"
90 PRINT "+    POOL      +"
100 PRINT "+++++  ++++++"
110 PRINT "+++++ BROADWAY"
120 PRINT "+++++  ++++++"
130 PRINT "+          +"
140 PRINT "+    STAGE    +"
150 PRINT "+++++"
160 PRINT "RETURN TO BOOK"
RUN

```


You follow the paths around the pool, but there's no trace of Mark.

You see the camp director waving to you.

"Look at this!" he shouts.

He reads you this note.

To Karl I. Denarp, Camp Director

I decided to leave the grounds for a week. Tuesday morning I will drive to the Resting Hill Post. Have my campers meet me there at 9:00. I guess I really needed a rest. Do not try to find me.

Mark

"I'm very disappointed with Mark's behavior," says Mr. Denarp. "I apologize for bringing you here. It's too bad. By Tuesday the Sports Meet will be over. That's bad news for the kids."

"Where did the note come from?" you ask.

"One of the Bugles brought it to my office."

"H'm," you say. "I wonder why the rival team would be carrying a message from Mark?"

"The Bugles aren't bad kids. Sometimes they get carried away by their acting. I wish I knew what they were up to this time," said Mr. Denarp.

You examine the note carefully.

Mark took the time to decorate the note with stars.

Look at the stars very closely. Could Mark be trying to tell you something? Type in the program and see for yourself.

NEW

```
10 PRINT "      *      * * ** *      *"
20 PRINT "TO KARL I. DENARP - CAMP "
30 PRINT "      *          *"
40 PRINT "DIRECTOR - I DECIDED TO"
```

```

60 PRINT "*"
70 PRINT "LEAVE THE GROUNDS FOR A WEEK."
80 PRINT " * * * *"
90 PRINT "TUESDAY MORNING, I WILL DRIVE TO"
95 PRINT " * * * *"
100 PRINT "THE RESTING HILL POST. HAVE"
105 PRINT " * *"
110 PRINT "MY CAMPERS MEET ME THERE AT"
115 PRINT " * *"
120 PRINT "9:00. I GUESS I REALLY NEED A"
130 PRINT "REST. DO NOT TRY TO FIND ME."
150 PRINT " MARK ERICSON"
160 PRINT "RETURN TO BOOK"
RUN

```

Here's a clue: Look at the screen carefully. On a piece of paper, write the letter you see under each star. Keep the letters in order. Now you can figure out Mark's real message and get your reward—a free admission to the Sports Meet!

ANSWER: KIDNAPPED—LOOK UNDER THE STAGE

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